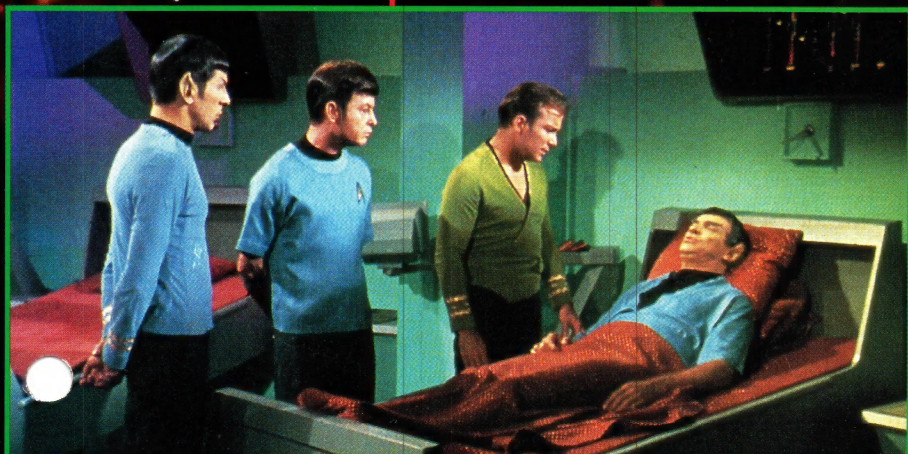
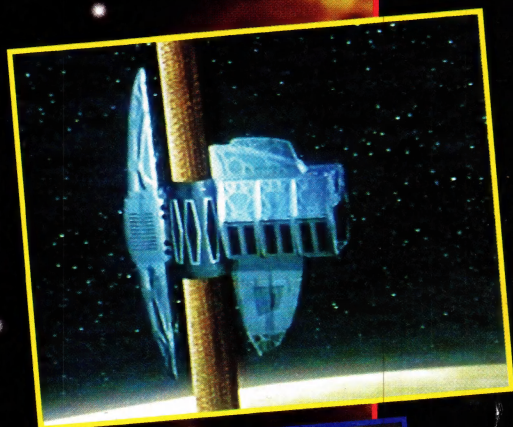




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Their lust for power

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CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3 CARD 3GG

ALPHA QUADRANT



CHARTING
THE GALAXY

TAURUS II

CLASS-M PLANET

Located approximately in the center of the **Murasaki 312** quasar-like formation, **Taurus II** is a **Class-M** world previously unexplored by **Federation** starships. Atmospheric analysis shows elements of oxygen, mercury, and nitrogen, with traces of argon, neon, and krypton all in acceptable quantities. The atmosphere is described as "breathable, if you're not running in competition."

Indigenous life on Taurus II includes a primitive humanoid population resembling giant apes. Research shows that similar life forms have already been recorded on **Hansen's Planet**. On Taurus II, they wear what appear to be animal skins for clothing; they are immensely strong and tall, ranging between three and four meters in height.

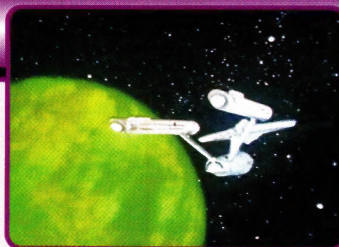
Bright green when viewed from orbit, Taurus II is where the **Galileo** shuttlecraft from the **U.S.S. Enterprise NCC-1701** crashlands in 2266 following investigations into the Murasaki Effect. Communications to and from the planet are impossible, as all wavelengths are

dominated by the planet's ionization effect. Foglike vapors emanate from the surface; they are harmless, but they obscure visibility. The Murasaki 312 quasar is divided into four quadrants that are searched by landing parties and by the crew of the **Shuttlecraft Columbus**.

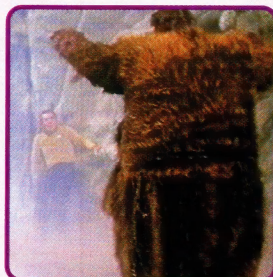


The dangers of Taurus II become clear when two ENTERPRISE crew members, Gaetano and Latimer, are killed by the indigenous creatures.

The life forms on Taurus II are much taller and stronger than humans, but they seem to have only a limited intelligence.



The U.S.S. ENTERPRISE has to leave orbit around Taurus II before finding its missing crew.



TAVELA MINOR

CLASS-M PLANET

This **Class-M** world is considered to be a good place to take relaxing vacations, especially with partners. **Dr. Beverly Crusher** recommends the planet to one of her nurses, **Alyssa Ogawa**, in 2368.

TELFAS PRIME

CLASS-M PLANET

This planet is home to a mining community. **Commander Chakotay**, of the **U.S.S. Voyager NCC-74656**, met **Maquis** member **Kurt Benders** here. Benders later becomes a crew member aboard **Voyager** and is killed in 2372 during a **Kazon** attack.

TELURIDIAN IV

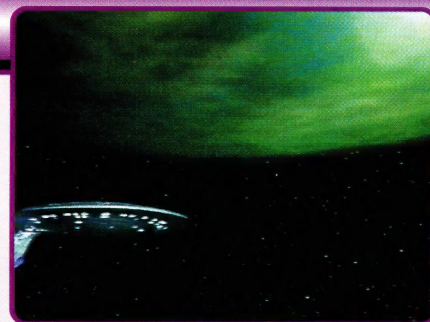
CLASS-M PLANET

Prior to their service aboard the **U.S.S. Voyager NCC-74656**, and while still members of the **Maquis**, **Chakotay** and **B'Elanna Torres** defeated two pursuing **Starfleet Runabouts** at **Teluridian IV**. Their tactic was to feign damage to their craft until the two ships approached; the **Maquis** then opened fire.

TERLINA III

CLASS-M PLANET

This planet is located in the **Terlina system** and is where **Data's** creator, **Dr. Noonien Soong**, rebuilds his laboratory after fleeing the **Crystalline Entity** attack on the **Omicron Theta** colony in 2336. He arrives with his wife, **Juliana Soong**, but she has suffered grave injuries during the attack. She soon dies, and Soong is despondent, but he implants her memories into an android replica. The new **Juliana** represents a further advancement in android technology. She is so real that no one, not even she, is aware of her android status in the way that **Data** is. **Juliana** later leaves Soong on **Terlina III**. There, he continues his work, perfecting the emotion chip which he intends to give to **Data**. However, **Data's** "brother" **Lore**, Soong's earlier creation, steals the emotion chip and implants it in himself instead. In 2367, Soong dies in his lab on **Terlina III** at the hands of **Lore**.



Terlina III is a bluish-green color when viewed from space. This indicates a Class-M environment with bodies of water and land masses.

After fleeing Omicron Theta, Dr. Noonien Soong sets up a laboratory on Terlina III to pursue his highly advanced studies in androids and positronics. He dies here after being attacked by Lore, one of his creations.



CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3

CARD 3GG

ALPHA QUADRANT



CHARTING
THE GALAXY

TEROSA PRIME

CLASS-M PLANET

Nidell Seyetik, a Halanan, loses her psychoprojective telepathic abilities because of deep emotional stress on planet **Terosa Prime** in 2367. The loss of this ability to create convincing illusions from the unconscious mind nearly kills her.

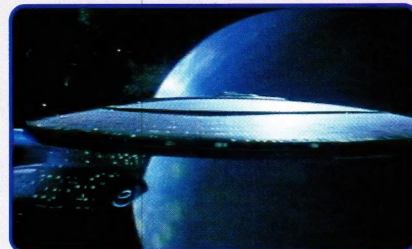
▶ *Halanan's mate for life, and Nidell Seyetik's problems while on Terosa Prime can be traced to her unhappy marriage to Professor Gideon Seyetik.*



TESSEN III

CLASS-M PLANET

Planet threatened by the impact of an asteroid in 2368. The **U.S.S. Enterprise NCC-1701-D** is called to assist in the destruction of the asteroid but, unknown to the crew at the time, the core of this asteroid contained living **nitrium metal parasites**. The asteroid is destroyed in the upper atmosphere by a particle beam and the planet is saved, but the parasites attach themselves to the **U.S.S. Enterprise**.



▶ *Tessen III is a Class-M world whose existence is threatened by the impact of an asteroid. The U.S.S. ENTERPRISE saves the planet.*

TETHYS III

CLASS: UNKNOWN

This planet is green in color when viewed from orbit and is composed of hydrogen/helium. **Tethys III** also contains a frozen helium core.

▶ *Data uses Tethys III to conceal evidence of the existence of the Paxans' culture from the rest of the crew.*



THALOS VII

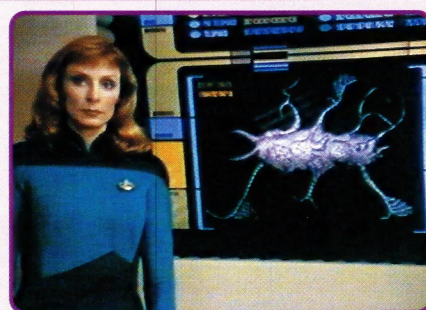
CLASS-M PLANET

While aboard the **U.S.S. Enterprise NCC-1701-D**, Wesley Crusher reports that planet **Thalos VII** is a particular favorite among the worlds he has visited. One of the most delectable dishes in the Galaxy, **Thalian chocolate mousse**, is made from cocoa beans that are aged for 400 years on the planet. In 2365, Crusher recreates the dish on the ship's replicators to impress a young girl named **Salia**, who is traveling aboard the **Enterprise**.

THANATOS VII

CLASS-M PLANET

This planet is home to a manufacturing facility that employs an interphasic fusion process to manufacture **plasma-flow conduits**. A harmful side effect of the process is the attraction of **interphasic organisms**, which can attach themselves to their victim's epidermal layer and extract cellular peptides. The **U.S.S. Enterprise NCC-1701-D** has some warp core equipment installed which is infested with the dormant organisms in 2370. Their presence is detectable only by using an **interphasic scanner**.



▶ *Dr. Beverly Crusher demonstrates the composition of the interphasic organisms, which can be traced back to the planet Thanatos VII.*

▶ *Warp core components for the U.S.S. ENTERPRISE, made on Thanatos VII, spread dangerous interphasic organisms that affect some of the crew.*



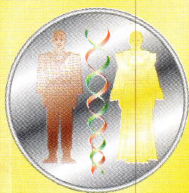
THASUS

CLASS: UNKNOWN

The primary sentient indigenous life on **Thasus** evolves beyond the need of physical bodies, and by 2252 exists only in a noncorporeal state. In this year, a transport vessel crashlands on the planet with only one survivor: a three-year-old boy named **Charles Evans**. He is given telekinetic powers by the **Thasians** to help him survive. He grows up, and in 2366, as a young man, he is rescued by the **Antares** science vessel and transferred to the **U.S.S. Enterprise NCC-1701**. Lacking the maturity to handle his powers around humans, Charles Evans is later retrieved by his Thasian guardians and returned to Thasus.



▶ *Charles Evans comes aboard the U.S.S. ENTERPRISE and strange things occur, including the destruction of the ANTARES science vessel.*



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 48



OTHER GROUPS
AND RACES

THE VHNORI

The Vhnori believe that this life is only one part of their existence, and they confidently expect to be reunited with their loved ones in the afterlife. But the reality is not quite what they expect.

The Vhnori are a race of **class-5 humanoids** who appear to live on a different plane of existence than the **Federation**. Their world is connected to the **Delta Quadrant** by a series of regularly occurring **subspace vacuoles** which the Vhnori call **spectral ruptures**. These ruptures occur at thousands of locations around the Vhnori planet, and the time of their appearance can be predicted accurately.

Physically, the Vhnori are typical humanoids; they are distinguished by large, bumpy foreheads with dividing lines down the middle and sweeping up from the eyes. The hair on

their heads starts high on the crown, and they have large nostrils.

The spectral ruptures have a central place in the Vhnori religion. The people believe that when they die they move onto the **Next Emanation**, and think that this is accomplished by sending recently deceased bodies through the spectral ruptures.

New existence

According to the Vhnori's belief system, when they enter the Next Emanation they evolve into a higher level of consciousness. They gain an understanding of the universe, and all of their questions are answered. They do not believe in any kind of spirit,

but believe that in the Next Emanation they will have physical bodies, which is why they send actual corpses through the ruptures.

The Vhnori religion is quite specific about the nature of the afterlife. The Vhnori believe that in the Next Emanation they will literally be reunited with their loved ones. The living expect to pass on information about what has happened since their friends and relatives died. They also expect to see beautiful sights in the Next Emanation – colors and lights – and, because of their newly evolved state, they believe they will see them with a new understanding.



▲ *The Vhnori have a remarkably strong faith in the afterlife, which they call the 'Next Emanation'.*

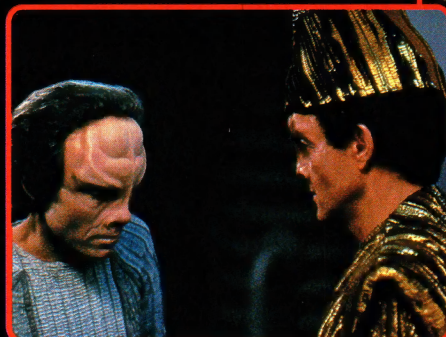
The Vhnori regard the nature of the afterlife as an established fact. They are not afraid to die, and think of death as just another stage of existence; some are even keen to move on.

Because the Vhnori have no fear of death, euthanasia is common. Anyone who is considered to be a burden on their family, for example those who are disabled or elderly, may deliberately choose to enter the Next Emanation. Deciding to move on is considered a generous and selfless act.

MOVING ON TO THE NEXT EMANATION

Physical truth

The Vhnori believe in a physical afterlife, but the crew of the **U.S.S. Voyager** discover that their bodies actually appear in asteroids in the Delta Quadrant.



▲ *When the Vhnori have made the decision to move on to the Next Emanation, they prepare themselves for the transference ritual. Doctors are on hand to answer any questions.*



▶ *The spectral ruptures are actually subspace vacuoles that transport the bodies into an asteroid field around a planet in the Delta Quadrant. As the bodies decay, they develop weblike shrouds.*

◀ *The Vhnori place the body of the person who is about to enter the Next Emanation in a cenotaph. From here the body is transferred into a spectral rupture; the Vhnori believe that this sends it to the Next Emanation.*



Final departure

The actual process of moving on to the Next Emanation involves entering a coffinlike structure known as a cenotaph and going through the transference ritual.

Before undergoing the ritual, the Vhnori wait in an antechamber. Immediately before the procedure they wrap themselves in a ceremonial shroud, which is worn in a special way. This is a moment they look forward to. The shroud is left behind when the corpse enters the spectral

GALAXY FACTS

▶ **Thanatologists** have a very important place in Vhnori society. When Harry Kim is accidentally transported through a subspace vacuole and into the Vhnori world, the officials summon Dr. Neria, the chief thanatologist, to examine him.

▶ **The Vhnori's dead bodies** contain a stable transuranic element that has an unusually high atomic mass.

rupture, and it is passed on to the deceased's relatives.

The doctor who officiates at the transference ritual dresses in elaborate gold colored robes; he is assisted by an official who wears orange robes.

Goodbye to loved ones

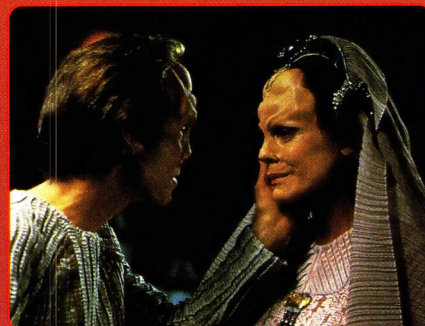
The cenotaph is used to terminate a person's life immediately before a rupture forms. The dying Vhnori's family bid him or her farewell. The person lies inside the cenotaph with their hands placed on

their chests, the fingertips touching. When the body has passed through the vacuole, the officiating doctor recites the following: "Death is the end of this life, but it is also the beginning of a new journey. [Name of the dying] will now thrive in the Next Emanation. This is both [his/her] sacred duty and [his/her] great privilege." The mourners pledge to carry memories of the deceased.

After passing through the ruptures, Vhnori corpses develop a weblike covering; as their cells decay, they produce a biopolymer resin which is excreted, forming this residual membrane.

In the afterlife

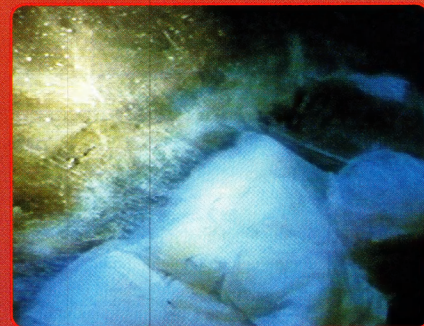
When the Vhnori's bodies arrive in the Delta Quadrant, they appear in a ring of asteroids around a planet. This is not the afterlife that the Vhnori imagined, but their dead



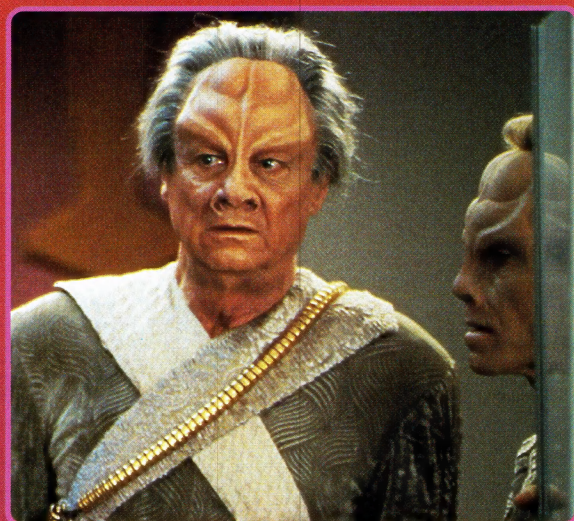
▶ **Before leaving this emanation, the Vhnori bid farewell to their loved ones.**

▶ **Thanatologists, experts on death, hold important positions on the Vhnori world.**

bodies release a form of neural energy that joins the ambient electromagnetic field around the planet, which is unusually dynamic. It seems that although the Vhnori may be wrong about the physical nature of the afterlife, there may be some truth in their belief that they evolve into a different life form.



▼ **The subspace vacuoles deposit the bodies in the Delta Quadrant. This is probably in a different dimension than the Vhnori homeworld but could be in a different system, quadrant, or even Galaxy.**



TAKING THE FINAL JOURNEY



▶ **After the corpse has left the cenotaph, the doctor offers a blessing and the mourners pledge to remember the deceased.**

▼ **Devices in the cenotaph actually kill the subject moments before they enter the subspace vacuole.**



▶ **In the final hour before the 'dying' Vhnori enters the cenotaph, he or she wraps him or herself in a shroud that completely covers the body.**

Simple ritual

The transference ritual is timed to coincide with the appearance of a spectral rupture. There are thousands of places on the Vhnori planet where these occur, and on average Vhnori bodies are sent to the Delta Quadrant every two hours. Only the naked bodies are transported; the shrouds remain behind.



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OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 65



OTHER GROUPS
AND RACES

THE FABRINI

When the Fabrini sun went nova, their culture was believed lost. But, unknown to the rest of the Galaxy, a group of Fabrini survived on a vast spaceship making a slow journey through space.

Some 10,000 years ago the Fabrini were a relatively advanced people living on more than one planet in the Fabrini system.

They had developed atomic power and limited inter-planetary travel, and were unusually advanced in the field of medicine.

But the Fabrini's sun was approaching a supernova, and the people were forced to abandon the surface of their planets and build homes underground. Before their sun entirely consumed them, they developed a plan to save their race from extinction.

They created a massive spaceship, called *Yonada*, which resembled an asteroid. The inside of *Yonada* was hollow and had a breathable atmosphere. The Fabrini collected their best people and transferred them to the 200-mile-wide ship.

Yonada was equipped with atomic engines that allowed it to pursue an independent course away from the eight doomed planets in the Fabrini

system to a new home across the vast reaches of space. Because the Fabrini engines could only propel the ship at sublight speeds, the journey to another habitable world would take 10,000 years.

Last survivors

When the Fabrini sun went nova, all their planets were destroyed. Although some samples of their writing survive, no one has any idea that so much of

The Yonadans are governed by a high priestess, but she receives instructions from the Oracle, which is really the central computer.

their culture has been preserved aboard *Yonada*. Even the Yonadans are unaware of what has happened. Although the central control room contains all the Fabrini's databanks, the Yonadans cannot access them; they do not even realize that they are on a ship.



The Fabrini appear to have gone to some trouble to ensure that their descendants aboard *Yonada* have no idea about their situation. They built the upper levels of the ship to resemble the surface of

their own planet; the artificial sky even has a 'sun' and 'stars' that shine at night.

Like their forebears, the Yonadans live underground. Climbing the 'mountains' on the upper level is

HOLLOW WORLD

Living in ignorance

The Fabrini obviously did not intend their descendants to learn the truth about their origins or their asteroid/ship until *Yonada* arrived at its destination.

The Yonadans can see no evidence that they live on an enormous spaceship. The upper level has even been designed to look like

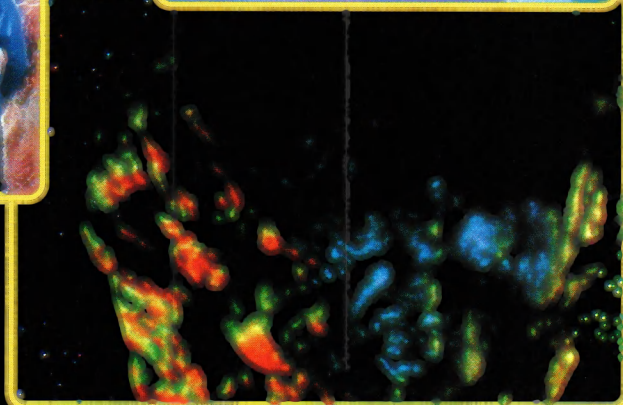
the surface of a planet, with an artificial sky and stars. The Yonadans' religion forbids them from exploring the 'surface' since they might discover the truth about their 'world'. Any acts of disobedience are punished by the central computer, which can monitor all of the Yonadans' activities.

The Yonadans have no idea that their world is really a spaceship. Like their ancestors, they live under the 'surface' in a pleasant and well ordered city. Few Yonadans question the nature of the existence or the smallness of their 'world'.



The upper level of YONADA looks like the surface of a planet, but the sky is a sophisticated illusion designed to keep the Yonadans in ignorance.

The outside of Yonada resembles a large asteroid. It has a diameter of approximately 200 miles.



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CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3

CARD 311

ALPHA QUADRANT



CHARTING
THE GALAXY

TORONA IV

CLASS: UNKNOWN

Home to an insectoid race known as the **Jarada** who insist on a strict language protocol being followed before they will open any dealings with other races. The **Federation**, which has been trying to reestablish communications with the Jarada for two decades after a word was mispronounced in a greeting, finally make successful contact in 2364 when **Captain Jean-Luc Picard** of the **U.S.S. Enterprise NCC-1701-D** addresses them faultlessly.

The **Pakleds**, who steal technology from other races, are in possession of Jaradan equipment on their ship when the *Enterprise* encounters them in 2365.



Torona IV is home to one of the Galaxy's more protocol conscious races, the Jarada. The Federation has been trying to establish relations with them for years due to their strategic location.



Triacus resembles Earth in its physical appearance from space. The planet below, however, harbors an evil entity ready to take over the Galaxy.

TRIACUS

CLASS-M PLANET

A rocky planet on the surface that is a blue-green color when seen from orbit, **Triacus** is a **Class-M** planet with large bodies of water and continental land masses.

According to legend, it is believed that Triacus was once home to a band of ruthless marauders who wreaked destruction wherever they went, including the **Epsilon Indi** system. The marauders were ultimately wiped out by the people they had attacked. The legend states that the evil survived on Triacus and will one day rise again and cause destruction throughout the Galaxy.

In 2268, **Starfleet** sends the **Starnes Expedition**, led by **Professor Starnes**, to Triacus. The world initially seems perfectly habitable, but the adults in the expedition begin to suffer from extreme emotional distress and soon commit mass suicide by ingesting **cyalodin**. The children remain curiously unaffected and seem undisturbed by their parents' deaths. When the **U.S.S. Enterprise NCC-1701** responds to a distress call, the crew discover that the children are being manipulated by a life form known as **Gorgan** which forced their parents to kill themselves. Gorgan is destroyed aboard the *Enterprise*.

When the U.S.S. ENTERPRISE visits Triacus, the landing party is amazed to find the children from the Starnes Expedition playing among the bodies of their dead parents.



TRACKEN II

CLASS-M PLANET

This planet, located in the **Demilitarized Zone**, is home to a rebel **Maquis** base in 2373. Maquis leader and former **Starfleet** officer **Michael Eddington** uses **Tracken II** as a base of operations when he launches a series of successful operations against the **Cardassians**. He is brought out of hiding by **Captain Benjamin Sisko**, who threatens to disperse deadly **trilithium** into the atmosphere, making the planet unsuitable for human life for 50 years. Eddington makes what he considers a heroic sacrifice, and surrenders to Sisko rather than see the planet poisoned.

Eddington decides that Tracken II is ideal for a Maquis base. Rather than see this world ruined and his people flushed out, he surrenders to Sisko.



TRILL HOMEWORLD

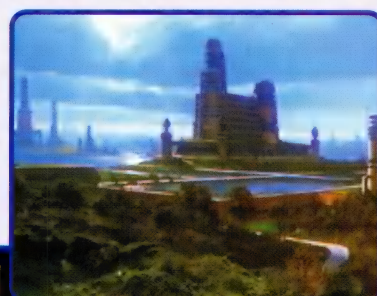
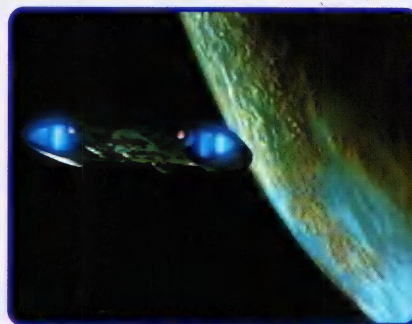
CLASS-M PLANET

A lush planet with purple oceans and magnificent geological and natural formations, including the **Tenaran ice cliffs**; the **Trill** **homeworld** is home to the Trill race. The population is mostly humanoid and some have distinguishing symmetrical markings on the body, beginning at the bottom of one leg and traveling to the top of the head and back down the other side of the body.

The Trill homeworld is made up of continental land masses and large bodies of water. Some Trills belong to a joined species composed of two beings enjoying a symbiotic existence.

Some of the humanoid population act as hosts to another species native to the planet, a vermiform symbiont that resides in an abdominal sac of the host. Although half the Trill humanoids are capable of being joined with a symbiont, only 10 percent are actually joined because of the limited number of symbionts. It is considered a great honor to be joined, and competition is fierce.

Trill cities are elegant and set in lush surroundings, on a fertile and beautiful planet.





CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3 CARD 311

ALPHA QUADRANT



CHARTING
THE GALAXY

TRISKELION

CLASS-M PLANET

This **Class-M** world, located in the **M24 Alpha** star cluster, is home to three disembodied brains called the **Providers**. The Providers were once humanoid, but long ago they evolved beyond the need for physical bodies, and live in small glass domes inside a cave. They amuse themselves by betting on gladiatorial competitions between humanoids they have transported against their will to **Triskelion**. The captives brought to the planet are called **thralls**, and they are supervised and trained by longer serving prisoners called **drill thralls**. The loyalty of all thralls is maintained by rings placed around their necks that inflict pain on the wearer if they try to escape.

In 2268, **Captain James T. Kirk** of the **U.S.S. Enterprise NCC-1701** and two of his

fellow officers, **Lieutenant Uhura** and **Ensign Pavel Chekov**, are captured by the Providers. Kirk eventually wins a wager with the Providers and forces them to educate the thralls to govern themselves.



▲ The Providers have evolved beyond the stage where they have mobile bodies, and they regard their captives as inferior species.



▲ The fighting arena for the Triskelion thralls is hexagonal, with a distinctive pattern fanning out from the center. Here, thralls must defend themselves or die at the hands of others. Training by drill thralls also takes place here.

TROYIUS

CLASS-M PLANET

Outer world of the **Tellun** star system, **Troyius** is a planet rich in **dilithium** deposits. This makes Troyius of strategic interest to both the **Federation** and the **Klingon Empire**, both of whom claim it is in their jurisdiction. From space, the planet appears blue, indicating oceanic bodies, and brown, indicating continental land masses. Troyians are well mannered, green-skinned humanoids who have been at war with the nearby planet of **Elas** for many years. By 2268 the two planets have weapons of mutual destruction and, to prevent a devastating war, **Elaan**, the **Dohlman of Elas**, is offered as a peace bride to the Troyian ruler. Both the **Elasian Council of Nobles** and the **Troyius Tribunal** jointly agree that **Ambassador Petri** from Troyius should make Elaan acquainted with his people's traditions during her journey to Troyius aboard the **U.S.S. Enterprise NCC-1701**.



▲ Petri, the Troyian ambassador assigned to escort Elaan to Troyius, is perplexed by her rude behavior. Troyians are a civilized people who value good manners.

TURKANA IV

CLASS-M PLANET

Located in the **Turkana** system, **Turkana IV** is a desolate planet that has been all but ruined by its humanoid inhabitants and their infighting, which began in approximately 2337. A pastel light green and purplish hue when viewed from space, Turkana IV is less appealing when seen at surface level; all the buildings have been destroyed by years of conflict. Although the planet is an Earth colony, it severs relations with the **Federation** in 2352, and the last contact with the planet is in 2361.

With the surface destroyed, the people of Turkana IV now live in subterranean complexes that extend up to three kilometers beneath the city, in pyramid-like structures. This subterranean city is controlled equally by two groups, the **Alliance** and the **Coalition**, the two strongest groups to emerge after the fighting. Each group is implanted with **proximity detectors** that warn them of approaching enemies; these have reduced the fighting to minor skirmishes. The Coalition considers the Alliance to be ruthless, as their hostages are never returned alive. The Alliance currently operates with two main headquarters and 13 ancillary bases of operation, all underground and all heavily guarded. **U.S.S. Enterprise NCC-1701-D** crew member **Tasha Yar** was born on the planet in 2337.



▲ All that remains on the surface of Turkana IV are hollow shells of buildings, debris, and dirt. Now, the population has moved underground.

TYCHO IV

CLASS-M PLANET

Class-M planet that is the home of an aggressive, noncorporeal **dikironium cloud creature** that can change its molecular structure. The creature is first recorded when the **U.S.S. Farragut** visits the **Tycho** system in 2257. Although **Tycho IV** is its home planet, the cloud creature can exist in interstellar space. Large parts of the planet are damaged by a massive antimatter explosion in 2268 when **Captain Kirk** destroys the cloud creature.



The Guide to the STAR TREK Galaxy

FILE 13

CARD 8

CARDASSIAN TORTURE



The **Cardassians** have elevated torture to an art. Their inquisitors have proved that, with the right approach, even the strongest individual can be completely broken.

Cardassians consider torture to be an essential part of any information-gathering process. In fact, torture is so accepted in Cardassian culture that children are often invited to watch various techniques of physical and mental persecution as part of their social upbringing.

However brutal, torture is not simply a crude tool for uncovering information. To the Cardassian mind, it is inextricably linked to the ideas of justice and punishment.

To understand this

philosophy, it is necessary to appreciate the Cardassian concept of justice. Their rule is quite simple; the accused is guilty until proven innocent. The trial is not used to reveal the truth – that has already been determined – but rather to demonstrate the futility of behavior contrary to good order.

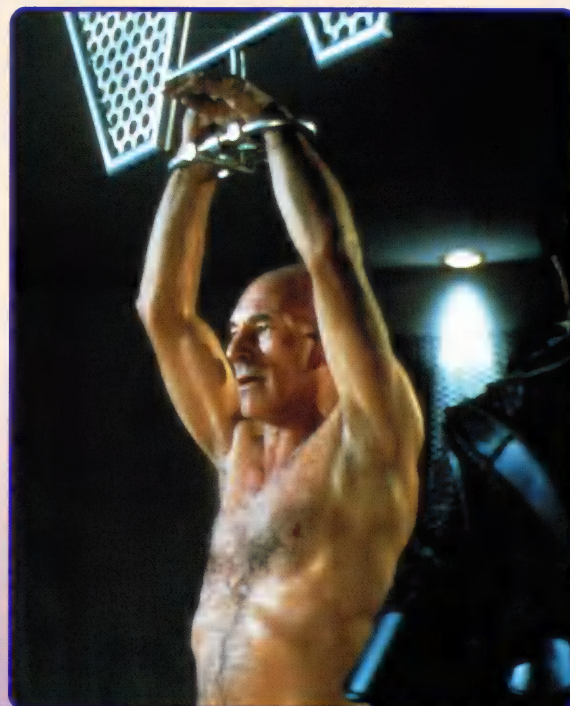
Violent justice

According to this system of belief, everyone who is detained is guilty. Therefore torturing, or punishing, them is perfectly acceptable. As far as Cardassians are concerned, enemies of the state

deserve no mercy.

The Cardassians do not only torture their own citizens; they also torture their enemies, even though this is in clear contravention of the **Seldonis IV Convention Accord**, which produced the interstellar treaty governing the treatment of prisoners.

The Cardassian inquisitor attempts to completely break a prisoner's sense of reality and to destroy his or her belief in even the most basic truths. The procedure is always the same: study your enemy's patterns of



▲ **Cardassians continue to employ torture methods, even though torture has proved to be an unreliable means of gathering information.**

PAIN AND KINDNESS

Total destruction

Cardassians believe that anyone can be broken. As Gul Madred's interrogation of Captain Picard shows, the purpose of the torture is to completely destroy an enemy's sense of reality, and is used as a means of gaining control as well as gathering information.



▶ **The process of torture involves creating a bond between the two men that will allow Picard to break rather than die. Madred feeds Picard, and praises him.**

◀ **Madred attempts to deprive Picard of his dignity and even his identity. He refers to the captain only as "human".**

▶ **Madred shines four bright lights at Picard. All the captain has to do to win his freedom is say there are five lights.**



▶ **Madred relishes torturing Picard. He believes that the Federation officer presents him with a greater challenge than he has faced for several years. At points in the interrogation, Picard even seems to have the upper hand.**

▼ **Gul Madred is determined to strip away everything that gives Picard strength. During the interrogation, he repeatedly inflicts pain on the captain, but at other times he seems kind and concerned.**



▶ **Not all Cardassians are as skilled at torture as Gul Madred. When the Cardassian military captures Bill Samuels, one of the first members of the Maquis to attack the Cardassians, they torture him, and he makes a full confession. But he also dies in custody, something that Gul Dukat considers to be inexcusable.**

behavior, and routines – then use them to destroy him. **Gul Madred's** treatment of **Captain Picard** is a classic example of how the the system operates.

During the first stage of the interrogation, Madred attempts to use drugs to force Picard to give him information. When this

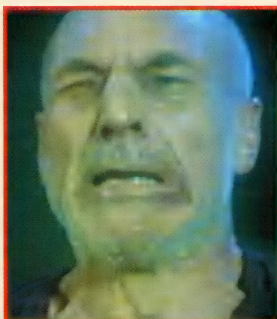


The Guide to the STAR TREK Galaxy

FILE 13

CARD 8

CARDASSIAN TORTURE



▶ **Picard uses positive memories to help endure the pain, but ultimately he cannot resist. Madred convinces him that his resistance is futile, and Picard almost gives in.**



break Picard. While he is under the influence of the drugs, Picard is implanted with a device that can inflict pain in any area of his body when a button on a remote device is pressed. The pain level is quite severe, even at its lowest setting.

Unbearable torment

Madred demonstrates the device at once, and asks Picard how many lights he sees. There are four, and Picard says that there are four. He is then inflicted with almost unbearable pain several times by the implant; Madred tells him all he has to do is admit there are five lights, and the pain will stop.

Later Madred tells Picard he is impressed that he has not broken, and that he is free to go; Madred will now torture **Dr. Crusher** instead. Picard decides to protect her by staying. As Madred says, he chooses to stay.

Picard is offered a raw **taspar egg** to eat. The raw egg is revolting, but Picard eats it. Madred smiles, revealing how, as a child, he once relished such a meal while surviving on the streets of Cardassia. This begins to form the bond between the inquisitor

GALAXY FACT

Some Obsidian Order operatives are fitted with a device that allows them to flood their brains with endorphins so that they cannot feel pain. This is to help them to resist torture, but on **Deep Space Nine** former operative **Elim Garak** uses the device to make his life aboard the station more bearable.

and his victim.

Cardassia decides to release Picard, but Madred is determined to complete his work. He tells Picard that the Cardassians have destroyed the **U.S.S. Enterprise NCC-1701-D** and won a crushing victory over the **Federation**. He says Picard could have prevented all his suffering without any effect on what has happened.

Picard now has a choice; he can stay with Madred or, if he will only say that there are five lights, he can live a life of ease and reflection. Picard stares at the lights for a long time but, before he can answer, the guards come to release him. When he realizes what is happening, Picard tells Madred that there are four lights. But later, aboard the **Enterprise**, he admits that even though he now knows it wasn't true, he did see five lights.

A ROUTINE PROCEDURE

Experts in pain

Torture is commonplace in Cardassian society, but Obsidian Order operatives consider themselves to be the most skilled inquisitors in the Cardassian Union. Garak demonstrates his skill when he and Odo are on a Romulan ship en route to attack the Dominion; Garak tortures Odo to prove his own loyalty to Enabran Tain. The only purpose of the interrogation is to break Odo and force him to tell Garak his deepest secret.



▶ **When Garak briefly rejoins the Obsidian Order, he tortures Odo to force him to reveal his most profound secret.**

▶ **Prisoners are treated as guilty before they are tried. They are often tortured without any justification at all.**



THE
KLINGON
EMPIRE

The Guide to the STAR TREK Galaxy

FILE 11

CARD 21



THE
KLINGON
EMPIRE

BORETH

Boreth is the spiritual center of the Klingon Empire. It is a place of pilgrimage for many Klingons, who believe that one day the legendary Kahless will return here to unite the Empire and lead it to glory.

The **Class-M** planet **Boreth** is the most sacred place in the **Klingon Empire**. According to legend, it is the place where **Kahless the**

Unforgettable will return from **Sto-Vo-Kor** and unite the Klingon people. It is a place of pilgrimage, and many **Klingons** visit the planet to seek spiritual guidance.


Boreth is a dark, desolate world which is shrouded in a thick layer of clouds. The most important building on the planet is the monastery established by the Followers of Kahless; it is

situated high on the tallest mountain of Boreth, in a landscape that is treeless, rocky, and covered with snow.

Klingon clerics

The monastery is home to a group of clerics. In 2369, the head cleric is called **Koroth**; like the other senior clerics, he wears a robe that is part ceremonial garment and part battle armor.

The clerics have been on Boreth for centuries, waiting for Kahless to return. They have very little influence on the way that the Klingon Empire is

 *The clerics on Boreth live in a monastery perched high on a desolate mountain. Many Klingons make pilgrimages to the monastery.*

governed, and the leader of the **Klingon High Council** does not need their support.

The clerics are responsible for teaching others about the sacred texts, which record the wisdom of Kahless, and for guiding the many visitors to their planet.

The pilgrims visiting

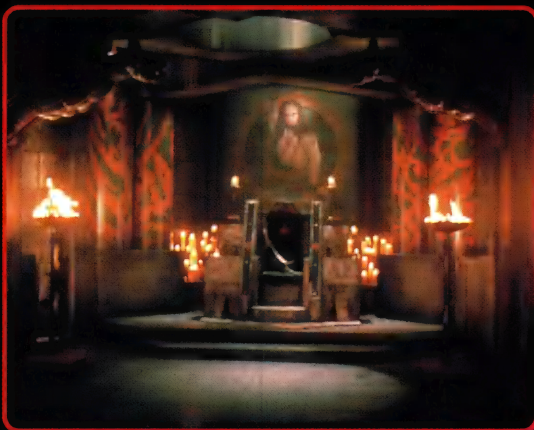
Boreth try to enter a visionary state, in which their greatest hope is to see a vision of Kahless himself. In order to do this, the pilgrims fast and attend a number of ceremonies. Typically, male and female pilgrims sit in small groups of no more than eight, cross legged on the ground with their eyes closed,


around a ceremonial stone fire pit.


The pilgrims dress in traditional Klingon robes and recite mantras, pray, and meditate. They are usually observed, or joined, by one of the clerics, who will help to provide an interpretation of any visions. Smoke fills the air of the cave; a multitude of



WAITING FOR KAHLESS




 *The monastery's central hall is dominated by images of Kahless. Everything is prepared for his return. His portrait hangs over a large throne, and a bat'leth is waiting for him.*

 *In the late 2360s, the head cleric on Boreth is called Koroth. He is deeply disturbed about the moral state of the Klingon Empire and is opposed to Gowron's regime, but his position does not give him any power.*

Holy place

The Klingons have been waiting for Kahless to return for more than 1500 years. Every Klingon is taught the Story of the Promise as a child, and many of them fully expect Kahless to appear on Boreth. Everything in the monastery is ready for his arrival. The clerics even have a test that they can use to verify the identity of anyone, or anything, claiming to be Kahless. The story of how Kahless made the first bat'leth was not recorded in the holy texts, but was passed down among the high clerics; only they and Kahless know the details.



 *In 2369, visitors to Boreth are amazed when Kahless appears to return. Eventually, it is revealed that this Kahless is actually a clone, but he is such an important figurehead that he is given the title of Emperor.*



▶ **Visitors to Boreth hope to have a vision of Kahless. The most powerful visions foretell that a warrior is going to earn a place in Sto-Vo-Kor, with the honored dead.**



The Guide to the STAR TREK Galaxy

FILE 11 CARD 21

BORETH



GALAXY FACTS

▶ Although the monks on Boreth have some artifacts that were owned by Kahless, others were lost a thousand years ago in the Hur'q invasion. Others are still kept on the Klingon homeworld.

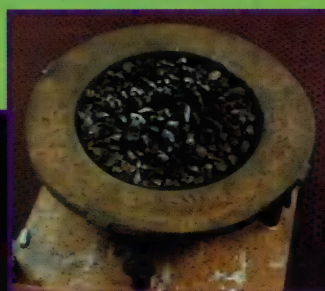
▶ Worf visits Boreth after the destruction of the U.S.S. Enterprise NCC-1701-D.

▶ Boreth is not the only place Klingons seek visions; the same rituals can be used anywhere.



▶ **The pilgrims stoke the flames until the temperature is almost unbearable. The pilgrims also fast in their attempt to achieve a vision.**

▶ **Klingons who are trying to enter a visionary state use a circular fire pit that burns with an intense flame. The fires produce a lot of heat and smoke.**



▶ **The rooms on Boreth are plain and simple. They are constructed from stone and make no concessions to the visitor's comfort.**



candles burn throughout the cave and the intense heat causes all the participants to sweat profusely. Water is constantly ladled onto the flames in order to create more steam and smoke.

The pilgrims stare through the smoke into the flames of the ceremonial fire; it is through this process that they seek a vision of Kahless. Often the object of their vision quest is to know if their place in Sto-Vo-Kor, among the honored dead, is assured.

Ancient promise

The reason that Boreth is so significant to the Klingons is recorded in the **Story of the Promise**. According to this legend, after Kahless the Unforgettable had united the Klingon people and given them the laws of honor, he saw that his work was done. He gathered his belongings and went to the edge of the city to say goodbye. The people wept, because they did not want him to go. Kahless told them, "You are Klingons. You need no one but yourselves. I will go now to Sto-Vo-Kor. But I promise one day I will return." Then Kahless pointed to a star in the sky and said: "Look for me there, on that point of light."

That promise was made over 15 centuries ago. Since then, the Followers of Kahless have established the monastery on Boreth — one of the planets that circles the star to which Kahless pointed.

Kahless's monastery

The monastery complex itself is composed of at least five separate buildings, like pagodas, in the elaborate traditional Klingon style of architecture.

Life at the monastery is extremely simple. Even though the Klingons had advanced technology by the time they reached Boreth, the buildings are built out of blocks of stone and the heavy doors are made of wood.

Like all Klingon quarters, the personal chambers for those staying at the monastery are very plain and simple. They consist of an unadorned spartan room with a single hard bed, a bench, and a crude chest. Like all of the monastery, the chambers are lit by wall sconces that burn oil.

Pilgrims to the monastery bring very few personal items with them. The rough hewn chest is available to store significant personal and religious items. The door to the chamber is made of thick,

heavy wood with iron fittings but no locks. Small windows are set high on the walls, allowing light into the chamber but not distracting anyone who has come to meditate.

The monastery's main temple is more like a war room than a church. Various forms of weapons are on display everywhere, and Klingon banners and emblems adorn the walls. There are a few simple benches near the rear of the room. One end is dominated by a single ornate chair mounted on a raised platform. A **bat'leth** sits on this chair; above it, high on the wall, hangs a heroic rendering of Kahless, standing alone.

Visitors to the monastery sometimes eat communal meals with the clerics in the hall, on simple wooden tables and benches. The hall also serves as the venue for celebrations.

Perhaps the most important locations in the entire monastery are the lava caves, located beneath the buildings and deep inside the mountains. The caves are rough hewn from the indigenous rock, and steam steadily rises from natural vents in their floors.

▶ **The monks on Boreth dress in simple clothing and wear their hair loose. Visitors wear similar clothes.**

It is within these caves that many Klingon pilgrims come seeking spiritual guidance and enlightenment.

False hope

In the 2360s, the clerics on Boreth become convinced that they must act to save the Klingon Empire from moral decay. In order to do this, they use an organic sample from the

real Kahless to create a clone in a secret laboratory on Boreth. They try to convince the Klingons that Kahless has really returned, and even though the truth is revealed, the clone eventually becomes the ceremonial Klingon Emperor. Despite the clone's existence, many Klingons still visit Boreth in the hope that the real Kahless will one day return.





STARFLEET ACADEMY

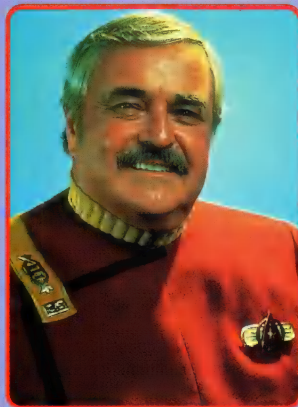
PERSONNEL

STARFLEET CAPTAINS

CAPTAIN SCOTT

Former chief engineer of the **Constitution**-class starship, **U.S.S. Enterprise NCC-1701**, **Montgomery Scott** is promoted to captain of engineering of the experimental **transwarp** starship, the **U.S.S. Excelsior**, in 2285. Captain Scott has made important contributions to **Starfleet's** engineering manuals.

▶ **Captain Scott is never happier than when he is in the engineering room of his beloved U.S.S. ENTERPRISE.**



STARSHIP LOG: **STAR TREK III: THE SEARCH FOR SPOCK**

CAPTAIN SCOTT

Tryla Scott is the youngest **Starfleet** officer to reach the rank of captain. In 2364 she learns about the alien creatures who are attempting to overthrow the **Federation** by infiltrating **Starfleet Command**.

▶ **Captain Scott is a well known and much admired officer, who commands the U.S.S. RENEGADE NCC-63102.**

STARSHIP LOG: **'Conspiracy' (TNG)**



CAPTAIN SHUMAR

Commander of the **Daedalus**-class starship **U.S.S. Essex**, registry number **NCC-173**. In 2167, **Shumar** dies along with all 229 crew members when the **Essex** is destroyed while exploring a **Class-M** moon orbiting the planet **Mab-Bu VI**. A group of noncorporeal criminals from the **Ux-Mal** system are responsible for the electromagnetic storm that causes the disaster.

STARSHIP LOG: **'Power Play' (TNG)**

CAPTAIN SILVESTRI

Commanding officer of the **Federation** ship **Shiku Maru**. In 2268, **Silvestri** makes first contact with a spacefaring race known as the **Tamarians**. Due to insurmountable language barriers, he is unable to establish meaningful communication.

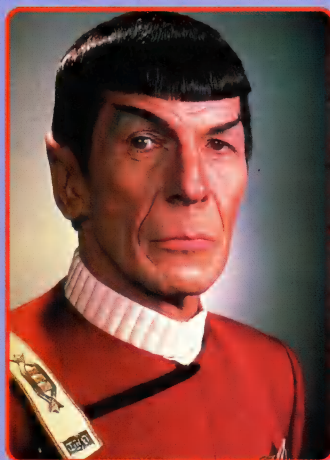
STARSHIP LOG: **'Darmok' (TNG)**

CAPTAIN SPOCK

Born in 2230 on the planet **Vulcan** to a human schoolteacher named **Amanda Grayson** and her Vulcan diplomat husband **Sarek**, Spock is the first Vulcan in **Starfleet**. He serves for more than 11 years with **Captain Pike** on board the **U.S.S. Enterprise NCC-1701**. After Pike turns over command to **James T. Kirk** in 2265, Spock stays on as science officer and, later, first officer for the remainder of Kirk's five-year mission.

After a leave of absence during which he pursues the Vulcan discipline of **Kolinahr**, Spock returns to **Starfleet** in 2271. He is promoted to captain and placed in command of the **Enterprise**, which is now a training vessel at **Starfleet Academy**.

In 2285, Spock is killed while trying to save the **Enterprise**, but is resurrected through a combination of the regenerative



▶ **Spock never sought the command of a starship, but he excels as both a teacher and a diplomat.**

nature of the **Genesis Planet** and the successful retrieval of his spirit, or **katra**, from the mind of **Dr. Leonard McCoy**. In 2293 he is instrumental in opening peace talks with the **Klingon Empire**.

STARSHIP LOG: **STAR TREK II: THE WRATH OF KHAN**

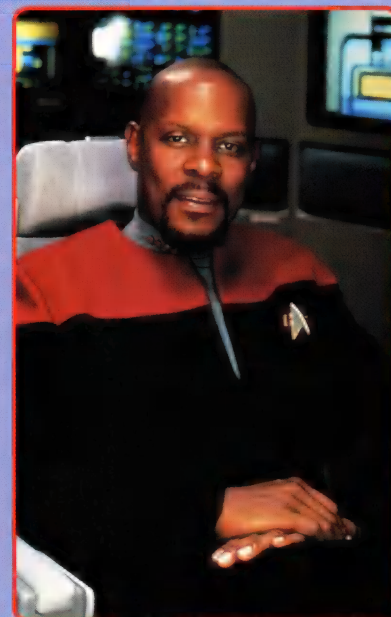
CAPTAIN SISKI

Captain Benjamin Lafayette Sisko was born and raised in New Orleans on Earth. His early career included serving aboard the **U.S.S. Livingston** and as executive officer aboard the **Miranda**-class **U.S.S. Saratoga**.

After Sisko loses his wife at the **Battle of Wolf 359**, he accepts an assignment to the **Utopia Planitia Fleet Yards**. In 2369 he takes command of the space station **Deep Space Nine**. He receives his promotion to captain in 2371 in recognition of his outstanding service.

In 2373 Sisko is made **Admiral Ross's** adjutant and helps to develop strategy in the war against the **Dominion** before he returns to his posting at **Deep Space Nine**.

The people of the planet **Bajor** believe Captain Sisko is their sacred **Emissary** after he



▶ **Captain Sisko holds one of the most important posts in the Federation. DEEP SPACE NINE is in the front line of the war with the Dominion and its Cardassian allies.**

makes contact with mysterious beings who dwell inside the **Bajoran wormhole**, in 2369.

STARSHIP LOG: **'The Adversary' (DS9)**



STARFLEET CAPTAINS

CAPTAIN STYLES



Commander of the experimental **Excelsior**-class starship, **U.S.S. Excelsior NX-2000**, during test runs in 2285. Styles attempts to stop **Captain James Kirk** from stealing the **U.S.S. Enterprise**, but is stopped by **Captain Scott's** sabotage of the **Excelsior's** transwarp engines.

▶ **Captain Styles commands the U.S.S. EXCELSIOR while it is being used as a testbed for experimental transwarp technology in the 2280s.**

STARSHIP LOG: STAR TREK III: THE SEARCH FOR SPOCK

CAPTAIN TAGGART

Commander of the **Excelsior**-class **U.S.S. Repulse NCC-2544**. Dr. Katherine Pulaski

serves with him before transferring to the **U.S.S. Enterprise NCC-1701-D** in 2365.

STARSHIP LOG: 'Unnatural Selection' (TNG)

CAPTAIN TERRELL



Clark Terrell is the captain of the **Miranda**-class **U.S.S. Reliant NCC-1864** in 2285, when it is assigned to **Project Genesis**. He is captured by **Khan Noonien Singh** and dies while attempting to fight off the effects of a **Ceti eel**, which Khan had used to control him.

▶ **Captain Terrell kills himself rather than attack Kirk and his companions.**

STARSHIP LOG: STAR TREK II: THE WRATH OF KHAN

CAPTAIN VARLEY

Captain of the **U.S.S. Yamato NCC-71807**. He is killed when his ship is destroyed in 2365 by an **Iconian** device that rewrites computer software.

▶ **Donald Varley is an amateur archeologist who finds the legendary Iconia.**

STARSHIP LOG: 'Contagion' (TNG)



CAPTAIN ZIMBATA

Captain of the **Constellation**-class **U.S.S. Victory NCC-9754**, and **Geordi La Forge's** commanding officer in the early 2360s.

STARSHIP LOG: 'Elementary, Dear Data' (TNG)

CAPTAIN SULU

▶ **A portrait of Captain Sulu still hangs in Starfleet Command in the 2370s. He manages to combine a successful career with a family – his daughter, Demora, also joins Starfleet.**



Captain **Hikaru Sulu** is born in 2237 in San Francisco on Earth. He serves as the helmsman on board the **U.S.S. Enterprise NCC-1701** and its successor, the **U.S.S. Enterprise NCC-1701-A**, under the command of **Captain James T. Kirk** before taking command of the **U.S.S. Excelsior NCC-2000** in 2290. His first assignment is a three year mission cataloging gaseous anomalies in the **Beta Quadrant**. He plays an important part in exposing the conspiracy to disrupt peace talks with the **Klingons** at **Khitomer**.

STARSHIP LOG: STAR TREK VI: THE UNDISCOVERED COUNTRY

CAPTAIN TELAKA

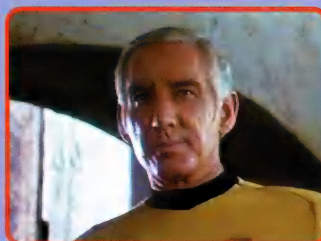
Commander of the **U.S.S. Lantree NCC-1837**. Telaka dies in 2365 from premature old age after he is exposed to deadly antibodies.

▶ **Telaka is killed by antibodies produced by genetically engineered children.**

STARSHIP LOG: 'Unnatural Selection' (TNG)



CAPTAIN TRACEY



Commander of the **Constitution**-class **U.S.S. Exeter NCC-1672**. In 2268, **Tracey** accidentally kills his entire crew by infecting them with a deadly virus. He then provides **phaser** technology to the primitive inhabitants of **Omega IV**, in a vain attempt to become immortal. He is finally captured by **Captain Kirk**.

▶ **Ronald Tracey becomes obsessed with the idea of achieving immortality.**

STARSHIP LOG: 'The Omega Glory' (TOS)

CAPTAIN ZAHEVA

Commander of the **Miranda**-class **U.S.S. Brattain NCC-21166**. **Zaheva** and all but one of her crew are killed in 2367 by a strong telepathic transmission emanating from an alien ship caught in a **Tyken's Rift**.

▶ **Chantal Zaheva and her crew kill each other as a result of sleep deprivation.**

STARSHIP LOG: 'Night Terrors' (TNG)



The Flaxian Vessel

To the casual observer, the Flaxian ship appears to be an innocent trading vessel. However, Retaya's simple cargo of perfumes and fabrics can produce a deadly gas that the ship's captain uses in his work as a professional assassin.

In intelligence circles, the **Flaxians** are well known as efficient assassins, and their ships are seen in **Federation**, **Romulan**, and **Cardassian** space. In 2370, a Flaxian assassin called **Retaya** visits **Deep Space Nine**. He has been employed by the Romulan secret police, the **Tal Shiar**, which is working with Cardassian **Obsidian Order** operative **Enabran Tain**. Tain wants to eliminate several of his former associates, and Retaya has been assigned to kill **Elim Garak**.

Trading vessel

Retaya's ship allows him to pose as a simple merchant who trades in fabrics and fragrances. Retaya maintains the charade that he is an innocent trader by carrying a sample case, filled with small vials of perfume.

The Flaxian's ship resembles the **Merchantman** design of trading vessel that has been in use since the late 23rd century. The main body of the ship is tubular, with a series of engines clustered at the back. Two triangular wings extend from the sides of the ship.

The vessel is capable of making interstellar journeys, and is equipped with warp engines that produce an orange plasma glow. The ship also uses a **magneton relay**, which masks the presence of a **subspace** transponder, planted by **Chief O'Brien** on Retaya's ship when **Odo** becomes suspicious about the Flaxian's activities and decides to follow him.

A cursory examination of Retaya's ship does not reveal much about its owner's true profession. Flaxian assassins typically use

poison to kill their victims, but Retaya does not carry any substances that are obviously toxic. But his cargo contains a large number of perfumes; if three of them are combined, they produce a deadly gas. Anyone who inhales it will suffer a heart attack, making it appear that he or she has died of natural causes. If anyone realizes this, Retaya can reasonably claim that he did not know about the deadly nature of his wares.

Other Flaxian assassins have been known to use pheromonic sensors, which can be keyed to the unique pheromones produced by a specific species such as **Cardassians**. However, possessing a device like this is not a crime.

Executed by the Tal Shiar

Retaya's ship is destroyed in 2370 by his employers in the Tal Shiar. It appears that when he is questioned by Odo, the Romulans fear that their involvement will be exposed. Tal Shiar operatives sabotage the warp drive in the Flaxian's ship so that it causes a forced **neutrino inversion** as soon as the vessel goes to warp speed. This generates an explosion that completely destroys it.

At first sight the explosion appears to be an accident, but data from the transponder in the magneton relay reveals what really happened. When questioned, the Tal Shiar freely confess that they "executed" Retaya. However, they do not admit the whole truth – they claim that the assassin fell out with them in 2369, and that they pursued him for a year for crimes against the **Romulan Empire** before they finally caught and killed him.

SEE OTHER FILES...

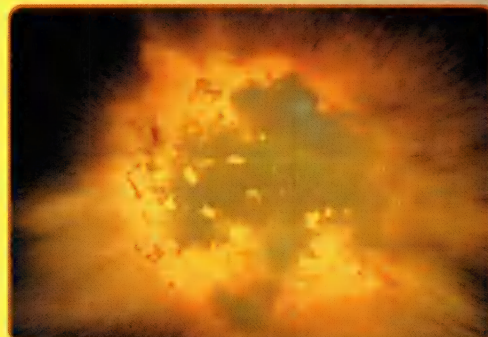
THE ROMULAN STAR EMPIREFile 12
THE CARDASSIAN UNIONFile 13
OTHER GROUPS AND RACESFile 18
STAR TREK: DEEP SPACE NINEFile 70



▲ Retaya's ship appears to be a conventional trading vessel with a cargo of perfumes and fabrics. Ships of similar design have been in use since the 23rd century, and there is nothing aboard that proves Retaya is anything other than a trader.



▲ Retaya is really an assassin; his cargo may appear harmless, but some of the perfumes can be combined to produce a deadly gas. In 2370, Retaya is sent to DEEP SPACE NINE to kill Elim Garak, a former member of the Obsidian Order.



▲ Retaya's ship is destroyed by a forced neutrino inversion. His Romulan employers were obviously concerned that the assassin had been exposed.



▲ Odo and Garak monitor the destruction of Retaya's ship. Information from the transponder hidden in the magneton relay shows exactly what happened.



▲ When Odo contacts the Tal Shiar, they admit responsibility for Retaya's death, but they claim they had not been involved with the Flaxian assassin for a year.



The Flaxian Vessel

Retaya's ship appears to be a conventional trading vessel, designed to travel between various star systems.

THE FLAXIAN VESSEL

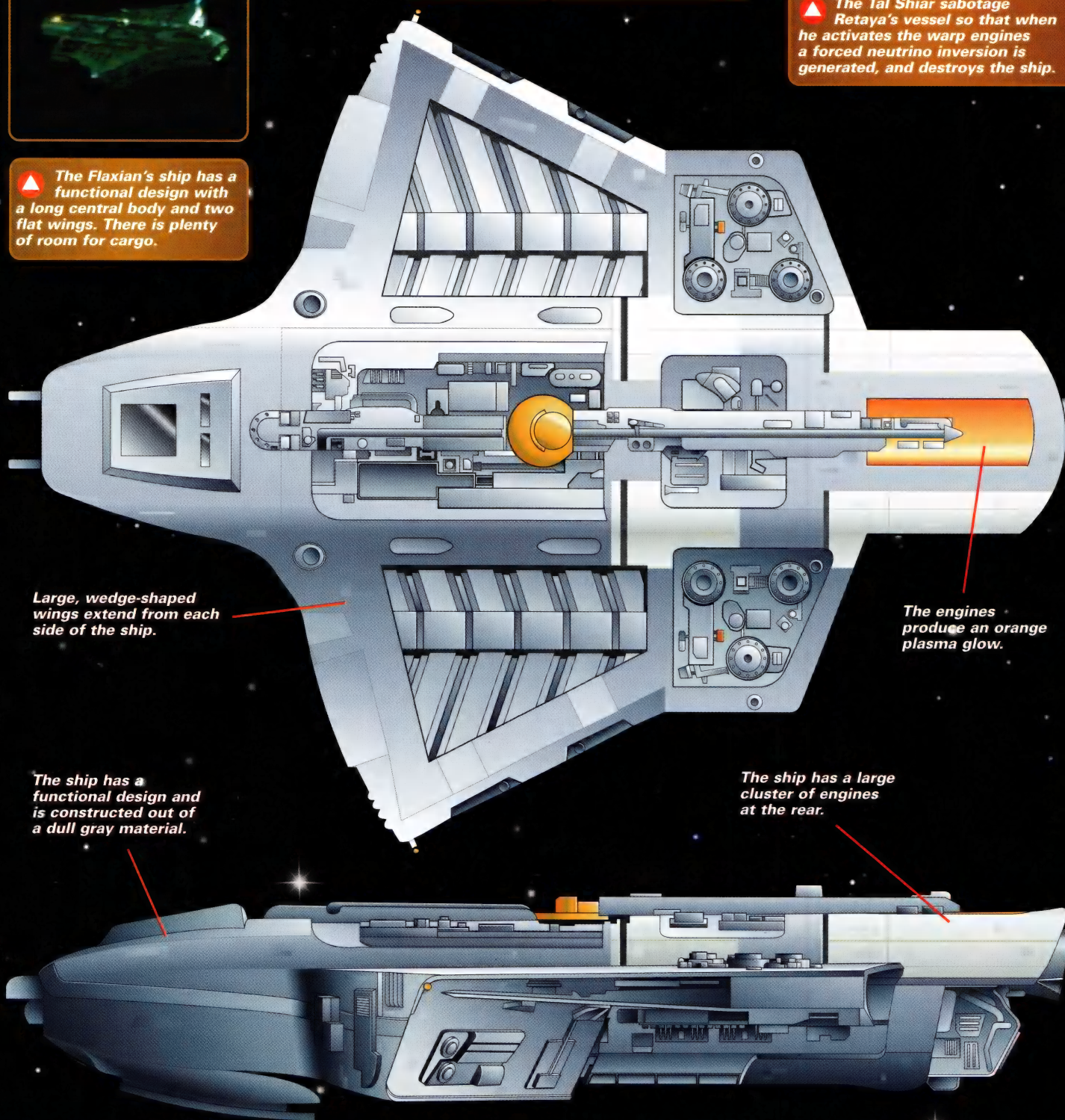
Type: Trader
Crew: One
Engines: Warp and impulse
Status: Destroyed



▲ The Tal Shiar sabotage Retaya's vessel so that when he activates the warp engines a forced neutrino inversion is generated, and destroys the ship.



▲ The Flaxian's ship has a functional design with a long central body and two flat wings. There is plenty of room for cargo.



Large, wedge-shaped wings extend from each side of the ship.

The engines produce an orange plasma glow.

The ship has a functional design and is constructed out of a dull gray material.

The ship has a large cluster of engines at the rear.

Riker and Command

William Riker combines intelligence and trustworthiness to make a model commander, but his career is marred by one bad decision.

Commander William T. Riker has been an exemplary first officer aboard the *U.S.S. Enterprise NCC-1701-D* and *U.S.S. Enterprise NCC-1701-E*. According to Captain Picard, Riker is the finest officer with whom he has ever served. But despite offers of his own command and having captained several vessels on various occasions, Riker has never actually been promoted.

When Riker does serve as captain, he acquits himself admirably, often favoring non-traditional tactics in battle. During wargame exercises with the *Enterprise*, he takes command of the *U.S.S. Hathaway*, an 80 year old star cruiser without warp

drive. With help from Wesley Crusher, Riker is able to improvise a two-second burst of warp speed that saves both the *Hathaway* and the *Enterprise* during a surprise Ferengi attack. His actions also silence the doubts of Zakdorn Master Strategist Sirna Kolrami, a Starfleet observer who initially doubts Riker's leadership abilities but ends up admitting he is impressed by them.

Saving the day

Riker's performance during the Borg invasion in 2367, when Captain Picard is captured by the Borg, saves the entire Federation from assimilation. Riker out-thinks the Borg, who have assimilated all of Picard's tactical knowledge, by

using the extremely risky strategy of rescuing Picard from them. The crew then manage to access the Borg's subroutines and send the collective into a deep sleep.

Riker's impressive performance has earned

him several offers of command from Starfleet. In fact, he turned down command of the *U.S.S. Drake* to accept the post of first officer aboard the *Enterprise*, and shortly afterward he rejects opportunities to become

the captain of the *U.S.S. Aries* and the *U.S.S. Melbourne*.

Curious choice

Some people are puzzled by Riker's decision not to accept promotion. As a young man he wanted nothing more than to command a starship, and those around him see the captaincy of his own ship as a natural progression of his career. But Riker refuses to be pushed into the captain's chair before he feels he is ready. When he works with up-and-coming Lieutenant

PROFILE ON A COMMANDER

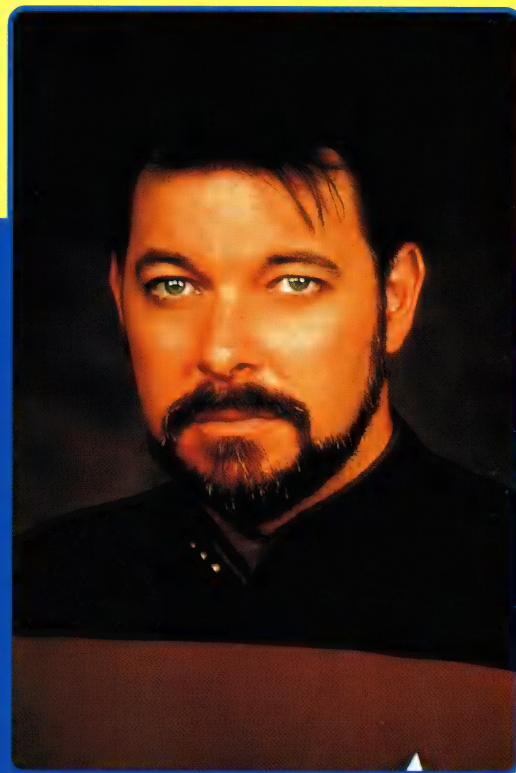
NAME: William T. Riker

STATUS: Executive officer aboard the *U.S.S. ENTERPRISE NCC-1701-E*

STARFLEET SERIAL NUMBER: SC 231-427

PREVIOUS POSTINGS: *U.S.S. Pegasus*, *U.S.S. Potemkin*, *U.S.S. Hood*

REMARKS: Although decorated on numerous occasions and offered the captaincy of several ships, an incident aboard the *U.S.S. Pegasus* involving his former commander, Captain Erik Pressman, and a cloaking device could damage future command options.



▲ William Riker, as first officer aboard the *U.S.S. ENTERPRISE*, is frequently called upon to act as commanding officer whenever the captain is off the ship. Although he has been offered several commands of his own, his loyalty to the *ENTERPRISE* and its crew is legendary.

COMMAND SKILLS



★ **Captain's support**
When Picard is reduced to a teenager, Riker has to act as captain of the *ENTERPRISE*.

★ **Away duty**
Riker regularly leads away teams during difficult and potentially hostile situations.

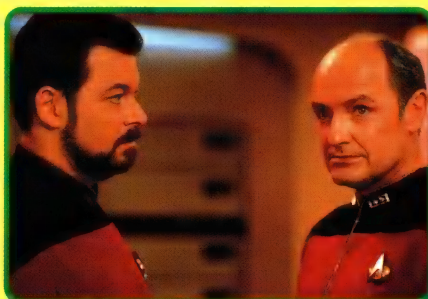


★ **Conflict**
Riker clashes with Captain Jellico over what he feels are unreasonable orders.

★ **The big chair**
Riker has proved that he is more than capable of commanding a starship.



Riker and Command



★ **Taking command**
When the *U.S.S. ENTERPRISE* separates its saucer section, Riker takes command of the battle bridge.

★ **Loyalty**
Loyalty is not always a good thing. Riker stood by his Erik Pressman, even though he acted illegally.

Commander Shelby, Riker worries that he is too comfortable on the *U.S.S. Enterprise*, and is not as ambitious as he used to be.

Riker claims that his refusal to accept a captaincy of his own is motivated by "self-interest". He believes that his position as first officer of the *Enterprise* is the best post in the fleet for him. Part of Riker's attitude may stem from his belief that the captain should not undertake dangerous missions. As first officer, it is natural for Riker to lead away teams, and he is regularly in the front line of Starfleet's mission of exploration.

Privileged position

Serving on the *Enterprise* also offers Riker opportunities that no other ship could match. As Starfleet's flagship, the *Enterprise* undertakes an impressive array of missions, taking the crew to the edges of known space and throwing them into the middle of many sensitive political situations. Taking command of a ship such as the *Aries* would have sent Riker into deep space, where he could spend years without discovering an unknown race.

Riker is passionately devoted to the *Enterprise's* crew, and he regards it as a privilege to serve with them. He is clearly deeply suited to the role of first officer; he brings a unique combination of humor and sternness to the job, and is both liked and respected

by those who work under him. Picard has acted as a mentor to him and the two men work extremely well together; they are so attuned that on the bridge they seem to act as one.

Commanding presence

Riker has a casual command style: he regularly hosts a poker game for the senior staff, often carries out crew reviews in **Ten-Forward**, and has been known to play in a jazz band for the crew's

"This is the third time we've pulled out the captain's chair for Riker ... He's hurting his career by staying put."

— Admiral Hanson

amusement. But everyone serving on the *Enterprise* knows that crossing him is a mistake. When Lieutenant Commander Shelby discusses a plan with the captain without Riker's approval, he makes it clear that she will regret doing anything like this again.

Captain's safety first

Riker is also firm with his commanding officers. When he first joins the *Enterprise*, he makes it clear that he will not allow Picard to place himself in danger, and when **Captain Jellico** is placed in temporary command of the ship Riker objects to a decision that puts Picard's life at risk. Jellico has less time for Riker's willingness to question orders than Picard does, and relieves him of duty. But ultimately, even Jellico comes to respect Riker and trusts him with an important mission.

Despite Riker's reservations about leaving the *Enterprise*, it seems inevitable that he will receive his own command. In late 2366, Picard lectures him on the subject, but following

the **Battle of Wolf 359** the supply of ships without captains is dramatically reduced.

But in 2370 an incident in Riker's past comes to light that tarnishes his previously spotless record. When the *Enterprise* is sent to retrieve the remains of the *U.S.S. Pegasus*, Riker reveals that when he was serving on the ship as a young ensign, it was used to perform illegal tests on an **interphase cloaking device**. Most of the crew rebelled, but Riker sided with the *Pegasus's* captain, **Erik Pressman**, and fled the ship. He then stood by while Pressman covered up what had really happened. Riker exposes Pressman in 2370, but always regrets standing by his captain rather than following his own conscience.



OTHER REALITIES

All in a day's work

In various alternate timelines and parallel dimensions, Riker has risen to the command of the *Enterprise*. In one parallel reality he is forced to fight the Borg for years; in another timeline, created by Q, he becomes an admiral.



★ **Losing battle**
In one parallel reality, Riker captains an *ENTERPRISE* that did not defeat the Borg.

★ **The future?**
In a possible future created by Q, Riker still knows when to come and help his former captain.

★ Another opportunity

When Lieutenant Commander Shelby comes aboard the *ENTERPRISE* to advise on the Borg, she makes it clear to Riker that she is ambitious and would like his position when he leaves.



★ Other destiny

Riker's friend Paul Rice takes command of the *U.S.S. DRAKE* after he turns it down. Rice is killed while in command. This time, Riker made the right choice.

Dr. Gillian Taylor

A woman of the late 20th century and a cetacean expert, Dr. Gillian Taylor discovers her beloved whales won't survive in the future. She is willing to risk everything to save them.

Dr. Gillian Taylor is a marine biologist on Earth in the late 20th century. Her specialty is whales, and by 1986 she has become an assistant director of the **Cetacean Institute** in Sausalito, California, on Earth.

Teaching role

Taylor takes great pleasure in educating the public on marine life. One of her duties is to narrate visitor tours of the Institute in a program called "The Wonderful World of Whales." The stars of the show are Dr. Taylor's specialist project – George and Gracie, the only two humpback whales in captivity. Taylor informs visitors that the whales, who are named after a famous radio comedy duo George Burns and Gracie Allen, wandered into San Francisco Bay as calves and were brought to the Institute, where they have been cared for since.

Full grown, each

humpback whale weighs 45,000 pounds. Despite their massive size, Taylor tends to think of the whales as her children – innocent, gentle giants whom she must protect and nurture. Her entire life revolves around the whales, who are, in a sense, her family.

An attractive woman in her mid-30s, Taylor uses her natural charm and considerable enthusiasm to teach others about the benign nature of the whales, and their importance to the ecosystem. She is very concerned that her beloved creatures are being hunted to the point of extinction.

Intelligent species

From her research, Taylor knows that whales are intelligent and that their songs are a form of communication, though she and fellow marine biologists of the day aren't certain exactly what the whale songs mean. She knows George and Gracie are friendly creatures and this,

along with her self-confessed weakness for hard luck cases, inspires her devotion to them.

Taylor's personality is rounded out by a shrewd intelligence and quick

mind; she has a photographic memory that allows her to see words, recalling entire conversations word for word. For transport, she drives a battered blue Chevrolet pickup truck. Overall, her one priority

in life is the welfare of 'her' whales.

Taylor finds 'macho' attitudes annoying – in her day this consisted of men adopting swaggering, know-it-all attitudes toward women. She also has no tolerance for any sort of

PROFILE ON DR. GILLIAN TAYLOR

NAME: Gillian Taylor, PhD

LIFE FORM: Human female

OCCUPATION: Marine biologist

POST: Assistant director of the Cetacean Institute in Sausalito, Earth.

FAMILY: Dr. Taylor claims that no one in the 20th century will miss her.

ABILITIES: Dr. Taylor has a photographic memory.

REMARKS: Dr. Taylor leaves the 20th century to join the whales she had cared for, in the 24th century.

FIRST SEEN: STAR TREK IV: THE VOYAGE HOME



▲ Gillian Taylor is absolutely devoted to 'her' whales. She leaves behind life in 20th century California to join them in the future.

PASSION FOR WHALES



★ Guided tour

Dr. Taylor regularly takes parties around the Cetacean Institute on guided tours. She always tries to convince the visitors how serious the danger to the whales is and to explain that it is unnecessary to hunt them.

★ Strange visitors

Dr. Taylor is very protective of the whales; she is outraged when Spock dives into the pool to communicate with them, and tells him that he had no right to do so.



★ The kindest heart

Dr. Taylor is probably closer to George and Gracie than anyone else at the Cetacean Institute. Her colleagues make a misguided attempt to protect her by releasing the whales without her knowledge.

PERSONNEL FILES

Dr. Gillian Taylor

FILE 44 CARD 5

animal exploitation, such as the military using whales to retrieve torpedoes.

It becomes increasingly obvious the whales need to be freed from their captivity. The cost of feeding them two tons of shrimp a day is enormous and also, because Gracie is pregnant, the whales must be released so the baby calf will have the best chance of survival. In 1986, no humpback whale born in captivity has ever survived.

The thought of returning George and Gracie to the ocean nearly breaks Taylor's heart, but despite her personal sorrow she agrees. Taylor works on the arrangements to send the whales by air to Alaska, where they will be released far from her protection.

Though her co-workers are sympathetic to her worries, Taylor

is perceived as a little overwrought about the whales' fate. One colleague comments that it's not as if the whales were intelligent like humans – to which Taylor snaps that her compassion for someone is not limited to her estimate of their intelligence.

Men from the future

At first, when she meets two men who call themselves **Admiral Kirk** and **Spock**, she dismisses them as "kooks". When Spock says that if they assume the whales are theirs to do with as they please, they will be as guilty as those who caused their extinction – as though extinction has already occurred –

Taylor is intrigued. Then she is stunned when Spock reveals that he knows Gracie is pregnant, a closely-kept secret.

Driven by an insatiable curiosity, she has dinner with Kirk and listens with total disbelief to his story that he's from the future. One thing he says does make an impression: he promises to take her whales somewhere they will never be hunted. She returns Kirk to an empty park, still unsure of what she believes. When she returns to the Institute, and finds they have already shipped the whales to spare her feelings and avoid the inevitable media circus, Taylor is crushed. She never got a chance to say goodbye.

In an irrational moment, Taylor

A CHANCE FOR HOPE

★ **Taking a chance**
Dr. Taylor is curious about the two men who visit the Cetacean Institute. She offers them a ride, and tries to find out who they are and what they are trying to do.



★ **Dinnertime conversation**
Kirk and Dr. Taylor eat dinner together, and in return for information about the whales, he tells her the truth about his mission. At first she doesn't believe his story, but when she discovers that the whales are gone from the Institute, she asks for his help.

"I have a notorious weakness for hard luck cases; that's why I work with whales." — Gillian Taylor to Admiral Kirk

returns to the park in search of Kirk. Upon discovering his story is true, she agrees to assist him and his crew in taking the whales. To do this, Taylor helps them rescue a missing crew member from a city hospital and supplies the radio transmitter frequency with which the whales are tagged. Caught up in the excitement, she says she wants to go to the future with Kirk and the whales. He says no, but that doesn't stop her. Taylor grabs Kirk just as he transports aboard his ship to depart.

Once the whales are rescued,

Taylor is thrilled to be traveling 300 years into the future. Having no one close to her on Earth in the late 20th century, she's confident the future will need her expertise as a marine biologist who specializes in whales.

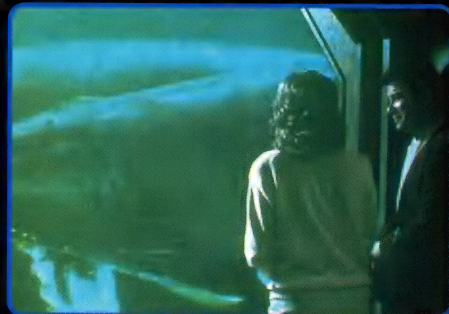
The transition to the future doesn't dampen Taylor's enthusiasm. She accepts an assignment on a science vessel and looks forward to catching up on 300 years of learning. As for Kirk, she promises to keep in touch with the "kook" who saved her whales, and mankind.

★ Undercover

When Dr. Taylor learns the truth about Kirk and his crew, she agrees to help them rescue Chekov from the Mercy Hospital in the San Francisco mission district where he is being held.



A LIFE IN THE FUTURE



★ In transit

Dr. Taylor is delighted when Kirk's crew rescue George and Gracie from the hunters and transport them into the hold of their ship. It seems that the whales' future is secure, but the ship still has to get back to the 24th century.



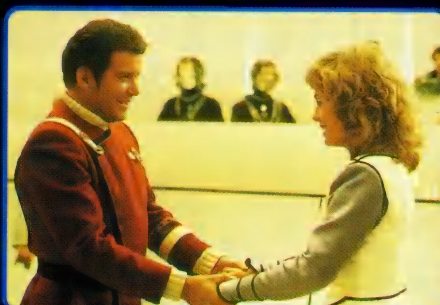
★ Time travel

Dr. Taylor manages to persuade Kirk to take her to the future. She is convinced that she belongs with the whales and, as she points out, she has more firsthand experience of dealing with whales than anyone in the 24th century.



★ New friends

Soon after she arrives in the 24th century, Dr. Taylor attends a hearing into her new friends' behavior. They are facing a court-martial for actions they took before meeting her. She is overjoyed when the court exonerates them.



★ Down to work

Although she has a lot of catching up to do, Gillian Taylor's experience with whales is extremely valuable. She accepts a posting on a science vessel, but promises the now Captain Kirk that she will see him "around the Galaxy."

Ben Sisko: Starfleet Officer

Captain Benjamin Sisko has an exemplary record as a Starfleet officer. In more than two decades of service, he has risen from an inexperienced young cadet to become a highly respected captain in one of the most important postings in the Federation.

Benjamin Lafayette Sisko entered Starfleet Academy in 2350 at the age of 18. His sophomore year took him on field assignment to *Starbase 137*. Upon his graduation in 2354, Sisko was given the rank of ensign, and shortly after leaving the Academy he was posted to the *U.S.S. Livingston*. His career took a dramatic turn several years later when he was assigned to the *U.S.S. Okinawa* under the command of Captain Leyton.

Although Sisko's primary interest was in engineering, Leyton saw the potential for command in the young officer, so he promoted him to lieutenant commander and made him the

Okinawa's executive officer. Sisko embraced the opportunity to command; as a young man he was extremely ambitious, and worked toward earning a place in the admiralty. This amused his friend and mentor Curzon Dax, who could not see Sisko as a bureaucrat. Sisko was serving on the *Okinawa* during the war with the Tzenkethi.

Fateful battle

Sisko was later transferred to the *U.S.S. Saratoga* as first officer, keeping his rank of lieutenant commander. During his time on this vessel, Sisko suffers one of the worst losses of his life. In 2367, his wife Jennifer is killed during the battle with the Borg at Wolf 359.

PROFILE ON BENJAMIN SISKI

NAME: Benjamin Sisko

DATE OF BIRTH: 2332

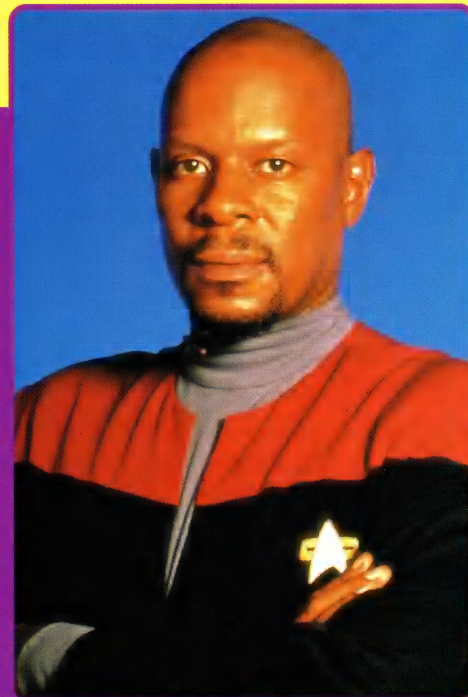
PLACE OF BIRTH: New Orleans, Earth

ENTERS STARFLEET ACADEMY: 2350

POSTINGS: *U.S.S. Livingston NCC-34099*; *U.S.S. Okinawa NCC-13958*; *U.S.S. Saratoga NCC-31911*; Utopia Planitia Shipyards (*Defiant* project); commanding officer, *Deep Space Nine*; head of Starfleet Security (temporary assignment); adjutant to Admiral Ross.

REMARKS: Sisko is one of Starfleet's experts on the Dominion threat.

FIRST SEEN: 'Emissary' [DS9]



▲ Sisko has spent more than 20 years in Starfleet. He has proven himself to be an excellent commanding officer and has earned his position as captain of DEEP SPACE NINE.

EARLY DAYS

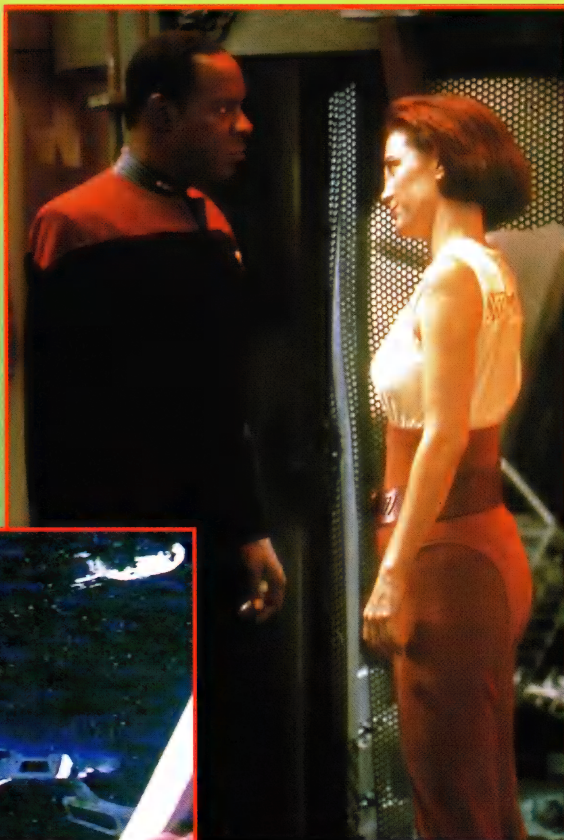


★ Influential figure

When Sisko is a young man, Captain Leyton persuades him to transfer to the command division and later recommends him for the command of DEEP SPACE NINE. Sisko is forced to turn on his former commander when he learns Leyton is planning a coup.

★ Lost ship

Sisko and his son Jake just manage to escape from the *U.S.S. SARATOGA* before it is destroyed by the Borg. He is unable to save his wife Jennifer, and for several years he feels extremely guilty about her death.



Sisko manages to escape from the *Saratoga* with their son Jake, seconds before the vessel is destroyed. Sisko is deeply distressed by his wife's death, and loses much of the sense of purpose that had motivated him up to this point.

With the *Saratoga* destroyed, Sisko is assigned to the Utopia Planitia Shipyards on Mars. His background in engineering is put to good use as he heads up the development team on an experimental battleship, the *U.S.S. Defiant* – a planned

★ New world

In 2369, Sisko assumes command of DEEP SPACE NINE in the Bajoran system. He had requested a Bajoran first officer, but at first he and Major Kira often find themselves at odds with one another.

OTHER CARDS IN THIS FILE...

45A SIKO AND THE CARDASSIANS

45B SIKO AS EMISSARY

SEE OTHER FILES...

THE BAJORANSFile 10

DEEP SPACE NINE.....File 27

STAR TREK:
DEEP SPACE NINEFile 70

Ben Sisko: Starfleet Officer



★ Political position

Sisko's position as commander of DEEP SPACE NINE and as the Emissary makes him a very important figure on Bajor. He tries to be impartial, but often finds himself in conflict with Vedek Winn, who later becomes the Kai.

first line of defense against further Borg attacks. When the Borg threat appears to recede, the *Defiant* project is mothballed, but it is later reactivated to fight the Dominion.

Deep space assignment

Following the Cardassian withdrawal from Bajor in 2369, Sisko is promoted to the rank of commander and is assigned to *Deep Space Nine* on the now Admiral Leyton's recommendation. His new home is a former Cardassian mining station; his mission is to help Bajor prepare for Federation membership. Sisko is initially unhappy with this assignment, and for a short time he considers resigning his commission from Starfleet.

Shortly after his arrival, however,

Sisko discovers a stable wormhole that connects the Alpha Quadrant to the Gamma Quadrant. Inside the wormhole, he encounters a race of beings that the Bajorans believe are the Prophets described in the Bajoran religion.

Sisko's experiences in the wormhole help him to confront his feelings of grief over his wife's death, and he emerges with a much more positive attitude to life and to his Starfleet career. Sisko's discovery of the wormhole also leads the Bajorans to believe that he is the Emissary, the link between the Prophets and the people of Bajor. This role is an uncomfortable one for Sisko, and it often comes into conflict with his role as a Starfleet officer.

As the commanding officer of *Deep Space Nine*, Sisko is in one

of the most volatile postings in the Federation. His diplomatic abilities, combined with his knowledge of military strategy, have allowed him to be at the core of the Federation's dealings with Cardassia, Bajor, the Klingon Empire, and the more dangerous threats from the Gamma Quadrant, the Jem'Hadar, and the Dominion. Sisko's exemplary performance is rewarded with a promotion to the rank of captain in late 2371: a promotion that many of the officers serving under him feel is long overdue.

★ Conflicting loyalties

Sisko's job puts him in the middle of several difficult situations. He is deeply frustrated when his close friend Calvin Hudson leaves Starfleet to join the Maquis.



Sisko's expertise on the Gamma Quadrant has made him an invaluable asset to Starfleet Command. When it is feared that members of the Dominion have infiltrated Starfleet Command in 2372, he is recalled to Earth and temporarily made head of Starfleet Security. During this assignment, Sisko is forced to turn against his former commander, Admiral Leyton, when he learns that the admiral is planning to mount a coup and take over Earth's government.

In the war

After the Dominion takes control of *Deep Space Nine* in 2373 and Starfleet evacuates its personnel, Sisko plays a valuable part in Starfleet's military operations and leads many important missions against the Dominion aboard the *Defiant*. In 2374, Admiral Ross makes him his adjutant, taking him out of the front line.

When Starfleet learns that the Dominion has devised a method of deactivating the minefield around the wormhole, Sisko is given command of an armada of ships, and successfully retakes *Deep Space Nine*. He then returns to his former post as commanding officer of the station.

"The last three years have been the most demanding and rewarding of my career."

— Benjamin Sisko's final commander's log

FAMILY AND FRIENDS

Difficult combination

Ben Sisko has managed to combine a successful Starfleet career with a family life, but he has to pay a great price when his wife is killed at the Battle of Wolf 359. Since then he has made an extra effort to spend time with his son Jake, and the two have become very close. Sisko also has a strong network of friends, including the Trill Dax, whom he has known in two incarnations.

▶ Ben has watched his son Jake grow into manhood. Jake chooses a very different career path than his father; he wants to be a writer, but postpones going to school on Earth so that he can spend more time on DEEP SPACE NINE.

▼ Jennifer Sisko is killed in 2367, when the U.S.S. SARATOGA encounters the Borg. It takes Ben Sisko many years to come to terms with her death and carry on with his life.



▶ Dax is one of Sisko's oldest friends. When they first met, the Dax symbiont was joined to a male host, Curzon, and was a mentor to the young Sisko. Since then Dax has been joined with Jadzia, but is still one of Sisko's closest friends.

★ Moving up

Admiral Ross is impressed with Captain Sisko and makes him his adjutant during the early stages of the war with the Dominion. Sisko is a little uncomfortable about taking a desk job.



Self-Replicating Mines

Self-replicating mines are cloaked weapons that automatically replace themselves if they are destroyed. Disabling them is extremely difficult, and involves the use of a massive anti-graviton generator.

Self-replicating mines are developed by the **Federation** to prevent the **Dominion** from sending ships through the **Bajoran wormhole** to support their forces in the **Alpha Quadrant**. They are extremely effective weapons that frustrate the Dominion for months, before **Starfleet** retakes **Deep Space Nine**.

Mining the wormhole presents a number of problems. Dominion ships could destroy

conventional pulse mines from a distance, clearing a path to the wormhole. A new approach is needed to make the wormhole useless to the Dominion.

Invisible weapon

The mines are cloaked to prevent them from being detected. Because the Dominion has extremely advanced sensor technology, Starfleet has to make the mines smaller than they would



While the Dominion controls **DEEP SPACE NINE**, the self-replicating mines prevent it from sending reinforcements through the wormhole.

like; each mine is no more than a meter across, which means that one mine cannot produce a high enough explosive yield to disable a warship. To compensate for this, the minefield is extremely tightly packed, ensuring that any ship trying to pass through the field is likely to connect with dozens of mines. The mines are

SELF-REPLICATING MINE

Parts of the mine are accessible via an exterior panel.

The mine uses thrusters to control its position.



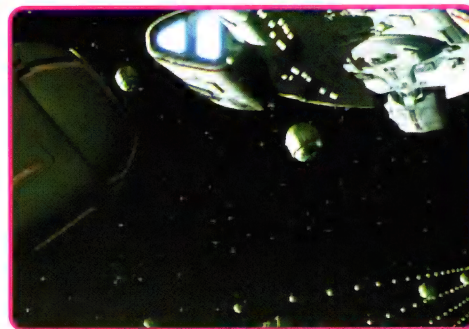
The mines are basically lozenge shaped, with an eight sided collar around the midsection.

Immediately before the cloaking device is activated, the series of lights on the end of the mine pulse.

Hidden weapons Cloaking devices can be fitted to a variety of weapons and ships. Cloaked mines are particularly effective, as modern weapons systems can be easily target and destroy even the smallest objects. The mines the Federation lays in front of the Bajoran wormhole are particularly small because the Dominion has proven that it can detect large cloaked objects.



It takes the **U.S.S. DEFIANT** four days to lay the minefield in front of the Bajoran wormhole. The field cannot be activated until the last mine has been deployed.



The mines are deployed from the **DEFIANT's** drop bays. They have to be handled very carefully.

Self-Replicating Mines



Each mine is equipped with attitude control thrusters. As soon as the mine is deployed, it takes up a position in a large net of mines.

also programmed to swarm detonate in groups of 20 or 30.

Another important side effect of making the mines so small is that there has to be an

unusually large number of mines. Starfleet also needs to be able to replace mines quickly, but as the minefield will be in Dominion territory, there will be no chance to visit and maintain it.

Rom, a **Ferengi** engineer working on *Deep Space Nine*, suggests that the answer is to make the mines self-replicating. Each mine is equipped with a replicator so that it can replace its neighbors as they are destroyed.

Delicate task

Because the mines are activated by proximity sensors, the minefield cannot be activated until all the mines have been deployed. Because so many mines are needed, laying a minefield is a slow process; it takes four days to establish the field around the Bajoran wormhole. The mines are extremely sensitive, so when a ship is deploying them, it must be careful not to make any sudden movements.

The only way to prevent the mines from replacing themselves is to isolate them in an **anti-graviton beam**. The Dominion eventually discovers that it can do this by reconfiguring

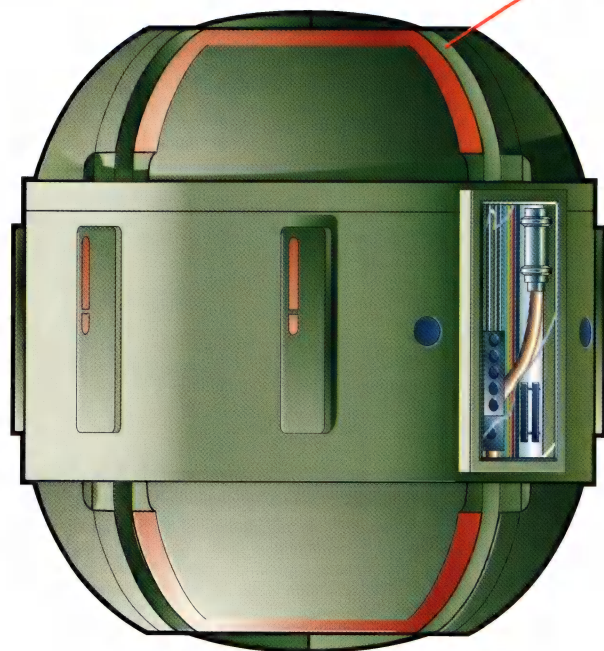


The four thrusters allow the mine to maneuver itself. This means that when a mine has been replicated it can move into position under its own power.

the field generators in *Deep Space Nine*'s deflector dish, so that they can be refocused to produce a massive anti-graviton beam which they direct at the minefield. Once this has been done, it is a relatively simple operation to destroy the mines.

INFINITE DESTRUCTION

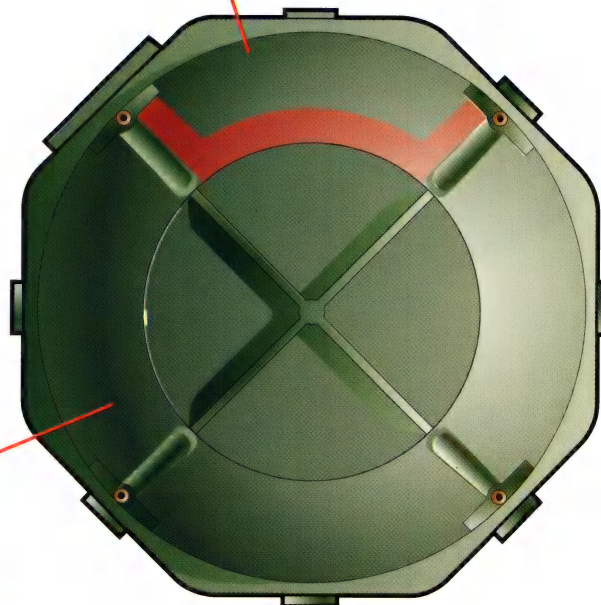
TOP/BOTTOM VIEW



The mines have a diameter of approximately one meter and are deployed in extremely large groups.

1 Endless supply Self-replication technology is not used on mines until 2373. The idea is developed by *Deep Space Nine* personnel **Rom**, **Dax**, and **O'Brien**. Because the mines automatically replace themselves, it is extremely difficult to dismantle the minefield. Theoretically, the mines could survive forever. The replicators fitted to each mine can only be deactivated if they are isolated in an anti-graviton beam, allowing the minefield to be destroyed by conventional methods.

When its neighbors are destroyed, each mine can replicate more mines to take their place.



The mine's cloaking device hides it from sensors, making it very difficult to establish the size and proportions of the minefield.

END VIEW

2 Swarm detonation The self-replicating mines are smaller than a **photon** or **quantum torpedo**, and they have to accommodate the replicators that are used to maintain the minefield. This means that there is less room for explosives than on a conventional mine. As a result, the mines are programmed to swarm detonate; 20 or 30 mines produce more than enough power to disable a Dominion warship.



'The Immunity Syndrome'

The crew of the *U.S.S. Enterprise NCC-1701* are looking forward to a period of shore leave when the *U.S.S. Intrepid* and its crew are lost. As no other ships are available, Starfleet sends Captain Kirk and his crew to investigate the disaster.

CAPTAIN'S LOG

STARDATE: 4307.1

"Approaching STARBASE 6 for a much needed period of rest and recreation. The crew has performed excellently, but is exhausted, and I too am looking forward to a nice period of rest on some lovely planet."

The *U.S.S. Enterprise NCC-1701* is heading back to **Starbase 6** for some much needed shore leave when **Uhura** receives a message from **Starfleet**. There is heavy interference, and all she can make out is the name of a ship, the *U.S.S. Intrepid*, which is manned by **Vulcans**, and a sector coordinate. Suddenly, **Spock** shudders with pain and reports that the *Intrepid* just "died". There is no way the instruments can verify his statement, but Spock is insistent. Kirk sends him to sickbay with **McCoy**.

Uhura manages to clean up Starfleet's transmission, and Kirk is given orders to head to **Sector 39J**. They have lost all contact with the **Gamma 7A system** and with the *Intrepid*, which was investigating it. As the *Enterprise* changes course, **Chekov** tells the captain that the long range sensors show that the solar system, and the billions of people who lived there, are dead.

In sickbay, Spock explains that he felt the death of the 400 Vulcans aboard the *Intrepid*. The shock was so extreme that he could feel what happened even over this great a distance. He is sure that they had no idea what happened to them, and would not have been able to understand it if they had.

Into the dark

Spock returns to the bridge, where Uhura has lost contact with Starfleet. The sensors detect energy turbulence in front of the ship and the crew find a strange dark area in space. The *Enterprise* slows, and Kirk launches a probe. Seconds later, the crew hear a high pitched whine throughout the ship. Half the people on the vessel begin to feel unwell, and some of them faint.

Kirk tells **Kyle** to hold the ship's position relative to the dark area. Spock is unable to draw any conclusions about the phenomenon without more data, but he can tell Kirk that it appears to be some form of energy and that it is highly possible it killed the crew of the *Intrepid* and the inhabitants of the solar system. Kirk is visibly weakened, but decides to probe the area of darkness.

As the *Enterprise* approaches the black area, the crew hear the whine again. When they recover, the stars seem to have vanished. More of the crew have been affected, and McCoy begins to distribute stimulants. **Scotty** reports an inexplicable

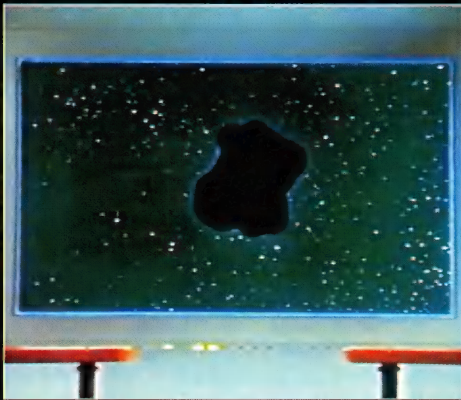
ON SCREEN...



1 Spock senses the death cries of the 400 Vulcans on board the *U.S.S. INTREPID*, even though they are light years away.



2 As Spock heads to sickbay, Chekov reports that the sensors show that solar system Gamma 7A is completely dead.



3 The *U.S.S. ENTERPRISE* discovers a dark area of space that appears to have some involvement with the deaths.



4 When the crew start to feel unwell, Dr. McCoy begins to distribute stimulants to keep them on their feet.



5 As the *ENTERPRISE* enters the dark area the crew hear a painful whine, but it stops when they are inside.



6 Kirk's attempt to break free attracts an extraordinary creature - a single-celled organism that is thousands of miles long.



'The Immunity Syndrome'

five percent energy loss.

Spock reports that the whining noise was produced when the *Enterprise* passed through a boundary layer. He believes they are surrounded by a field of energy that is incompatible with their living and mechanical processes. McCoy suggests they should move to safety, but Kirk decides to stay. McCoy contacts him from sickbay and tells him that, according to the life monitors, everyone on the ship is dying.

All stop

Kirk stops the engines while the crew try to develop a response. As Scotty tries to recalibrate the engines, the ship goes into reverse but, bizarrely, it lurches forward. Spock suggests using forward thrust, but against all logic the ship slows down.

In a briefing, McCoy reports that as they move forward their life functions weaken. Spock says that something in the zone of darkness is draining every known kind of energy. He believes the same thing drew all the energy out of the *Intrepid* and the solar system. Kirk tells Scotty to channel all the warp and impulse power to generate one massive burst of thrust.

Scotty has made the necessary adjustments and the *Enterprise* goes to full thrust, but it can't break free. The massive expenditure of energy attracts an enormous amoeba-shaped creature, and Spock reports that it is definitely the source of the energy drain. The crew launch a probe which shows that the creature is approximately 11,000 miles long and is made of protoplasm.

The heart of the beast

McCoy reports that the creature is an incredibly simple, single celled organism, which feeds on energy. McCoy needs more data, and he and Spock persuade Kirk to launch a shuttle to gather information. It is almost certainly a suicide mission, but McCoy and Spock both want to carry it out. Kirk eventually decides to send Spock.

Spock manages to penetrate the creature and begins to move toward its nucleus. He cuts life support to bare minimum, and reports that the creature appears to be ready to reproduce. He loses voice contact but manages to continue to transmit data.

If the creature begins to reproduce, it will spread rapidly and it must be destroyed. The *Enterprise* only has enough power left to survive for an hour.

Spock manages to send a low energy message and reports that the creature could be destroyed from within, but the signal breaks up before he can explain how.

Kirk and McCoy realize that they have to

produce antibodies that will destroy the cell. Kirk tells Scotty to divert all power to the ship's shields so that they can enter the creature. Scotty does as ordered, and the ship punches into the giant creature. Kirk tells Scotty to prepare an antimatter charge and sets a course for the nucleus.

The antimatter charge is attached to a probe with a seven minute delay. As soon

as it is lodged in the nucleus, the *Enterprise* backs away at full impulse. There are only a few seconds to spare, but as they leave they detect Spock's shuttle. Kirk locks two tractor beams onto the shuttle, even though it means losing valuable time. Power levels are dead, but the antimatter explosion ruptures the creature's membrane, and both ships are thrown to safety.

ON SCREEN...



7 Spock and McCoy convince Kirk that someone has to take a shuttle to gather more information on the enormous creature.



8 Kirk eventually decides that Spock is better suited to the mission. McCoy will instruct him on how to perform all the necessary tests.



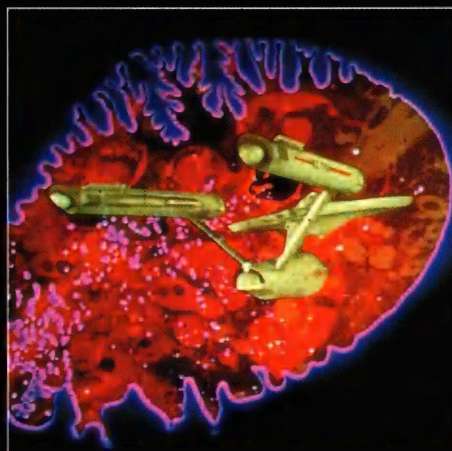
9 Spock flies the shuttle into the creature. He barely survives, but manages to send back valuable data before he loses contact.



10 Spock re-establishes contact and tells Kirk that the creature can be destroyed from within. He loses contact again, before he can explain how to do this.



11 Kirk has an idea about how to destroy the creature, but it involves taking the *ENTERPRISE* inside the being with little hope of escape.



12 The *ENTERPRISE* flies into the creature and deposits an antimatter charge in its nucleus. The ship is thrown to safety by the massive explosion.

STARSHIP FACTS

A Kirk, Spock, and McCoy speculate that the giant single celled creature is like a disease invading their Galaxy, and that the *Enterprise* and its crew are acting as antibodies.



'Macrocosm'

After a difficult diplomatic mission, Captain Janeway and Neelix discover that the *U.S.S. Voyager NCC-74656* has been overrun by thousands of macroviruses, and the crew are all paralyzed. When Neelix is infected, Janeway is forced to fight back.

CAPTAIN'S LOG STARDATE 50425.1

"Mr. Neelix and I have completed our three day trade mission with the Tak Tak, one of the more unusual species we have encountered in the Delta Quadrant. We are en route back to VOYAGER."

Captain Janeway and Neelix have just completed a diplomatic mission with the **Tak Tak**. When they return to the *U.S.S. Voyager NCC-74656* in a shuttle, they discover that the ship is adrift. *Voyager* does not seem to be damaged, but nobody answers their hails, and some kind of bioelectric interference prevents Janeway from getting any life sign readings.

Neelix and Janeway board the ship, which appears to be deserted. The captain's **tricorder** shows that the bioelectric field permeates the vessel, but she cannot find out where it is coming from. The computer systems are down, so the pair head for the bridge. On the way, they detect a com signal in **Ensign Wildman's** quarters; the signal is coming from Neelix's 'Good morning, *Voyager*' program, which was activated 11 hours ago and has been playing ever since.

Mysterious creatures

When Neelix and Janeway leave the room, they see something moving off down a corridor. They follow it into the transporter room, where they find a hole in the pad – something has just punched through the floor into a **Jefferies tube**. The ship's systems are failing one by one, so they go to a **turbolift** and head to the bridge.

Because the environmental systems are offline, the ship is heating up. In the turbolift, Janeway and Neelix hear a buzzing noise and then a long tendril punches through the wall and hits Neelix. They escape through the top of the turbolift and make their way into the Jefferies tubes. Janeway picks up some human life signs, but she can't get a fix on their location. Neelix develops a fever, and Janeway is forced to leave him while she fetches a medkit from a higher level. But when she gets back, Neelix is gone.

Janeway goes to Main Engineering, where she strips down to her vest and collects some weaponry. Armed with a knife and a **phaser rifle**, she finally makes it to the bridge. She sends an SOS, then, suddenly, something seems to sting her in her left bicep.

The internal sensors show the captain where the life signs are located. She leaves the bridge and goes to the mess hall, where she finds several of the crew, including

ON SCREEN...



1 When their shuttle arrives at the rendezvous point, Neelix and Janeway discover that the *U.S.S. VOYAGER* is adrift.



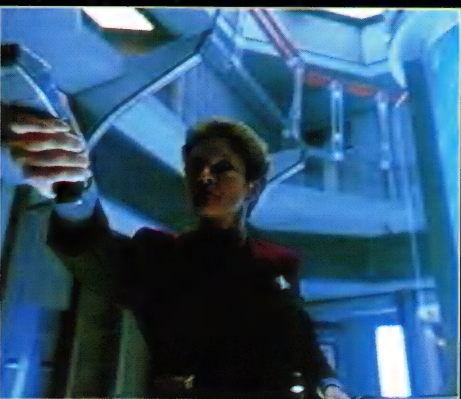
2 The two crew members board the ship, which seems to be deserted. Their tricorders detect a bioelectric field.



3 Janeway and Neelix chase a creature into the transporter room, but before they can catch it, it dives through the floor.



4 Neelix is attacked, and starts to weaken. When Janeway leaves him to fetch a medkit, the creatures attack again.



5 Captain Janeway goes to Main Engineering and collects some weapons, then sets off after the invading creatures.



6 Heavily armed, Janeway makes it to the bridge. She manages to send a distress call, but one of the creatures 'stings' her.



'Macrocosm'

Harry Kim and **Chakotay**. They are all unconscious, and some kind of insect-like creature flies out of a sore on Chakotay's neck. While the captain is examining her crewmates, a three-limbed flying creature attacks her, but she manages to destroy it with her phaser rifle.

Janeway runs out of the mess hall and goes to sickbay. The **Doctor** is unharmed, and is delighted to see her. He tells her it won't be long before the aliens sense her presence and try to invade sickbay. As he treats her wounds, he explains that *Voyager* has been infected by a **macrovirus**.

Distress call

Shortly after she and Neelix left *Voyager*, the crew received a distress call from a mining colony, which was suffering from a viral infection. The Doctor volunteered to help them using his mobile **holo-emitter**. When they arrived at the planet, they couldn't make contact with the miners. The Doctor went down to the surface and discovered they had been infected by a virus that was attracted to heat. It concentrated itself in their necks, and was producing macroscopic versions of itself. The Doctor wanted to study it, but Chakotay refused him permission to bring it, or the infected miners, aboard *Voyager*.

The Doctor returned to the ship and found that the virus had been beamed aboard with him. He purged it from the transporter filters, but he didn't realize that some of it had migrated into the transporter buffer. Then the Doctor began work on an antigen that would inhibit the virus's ability to replicate. Meanwhile, the macrovirus had migrated into *Voyager*'s other systems. It infected a gel pack in the mess hall, and when **B'Elanna Torres** tried to examine it, the macrovirus infected her too. The Doctor realized the macrovirus was aboard the ship, and quarantined the crew to Deck 2.

As he explains what happened, the Doctor treats Janeway's wounds and injects her with the antigen.

Voyager overrun

After Deck 2 was sealed, the Doctor took a sample of the macrovirus to sickbay, where it grew to several meters wide. In the mess hall, B'Elanna started to produce more macroviruses. The Doctor killed the sample in sickbay and prepared an injection that would eliminate the virus, which he tried to give to the infected crewmen in the mess hall. He failed; the large macroviruses fought him off and overran the ship.

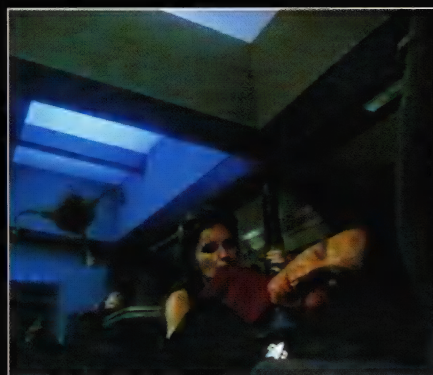
The Doctor suggests that he and Janeway

could distribute the antigen through the environmental systems, but they will have to get them back online first. The Doctor prepares two canisters of the antigen, and the two crew members take different routes to environmental control.

The macrovirus has overrun Deck 10 and the Doctor is forced to take refuge in a shuttlecraft, but Janeway makes it to environmental control. She gets the controls back online, but as she works the Tak Tak attack *Voyager*. The **Tak Tak consul** explains that they have to destroy the virus.

Janeway persuades the consul to give her one hour, but the attack has damaged the environmental systems. Since they can no longer distribute the antigen through the environmental systems, Janeway suggests a different approach; she programs the **holodeck** to generate heat, which attracts all the macroviruses. This leaves the Doctor free to help the crew, while Janeway prepares an antigen bomb. One of the macroviruses attacks her, but she defeats it and throws the bomb into the holodeck, and all the macroviruses are destroyed.

ON SCREEN...



7 The bridge sensors show Captain Janeway that several crew members are in the mess hall. When she gets there, a creature attacks her.



8 Janeway arrives in sickbay, where the Doctor is able to treat her wounds and tell her what happened on the ship while she and Neelix were away.



9 *VOYAGER* had responded to an SOS from a mining colony. The Doctor accidentally brought a macrovirus with him when he returned to the ship.



10 The macrovirus migrated into *VOYAGER*'s systems, and soon infected the entire crew. Only the Doctor remained unaffected.



11 Janeway lures all the macroviruses into a holodeck by programming the computers to generate heat, and the characters to act as if they are infected.



12 Now that all the macroviruses are in one place, Janeway is able to destroy them with an antigen bomb. The Doctor eliminates the smaller viruses.

STARSHIP FACTS

A Gestures are an important part of the Tak Tak language and, during the diplomatic mission, Captain Janeway nearly causes an incident by putting her hands on her hips.



E continued

Eryops

A toadlike creature of Earth's Devonian period, roughly 400-500 million years ago. Considered the last common ancestor of both cold- and warm-blooded organisms, Eryops also established a link between Earth mammals and the saurian **Voth** species, validating **Professor Gegen's Distant Origin Theory**. (*Starship Log*: 'Distant Origin' [VOY]) **SEE FILE 71**

escape pods

The starship equivalent of lifeboats. Escape pods allow crew members to quickly evacuate a disabled or threatened ship by launching from various points around the parent vessel. While not designed for longterm use or travel, evacuees have survived for five months aboard the pods. (*Starship Log*: 'Angel One' [TNG]; 'Emissary' [DS9]; *Star Trek II: The Wrath of Khan*; *Star Trek: First Contact*) **SEE FILES 25, 26, 31, 69, 70, 73, 79**

eseekas

Argrathi drawing form, often used as a way to relax the body and occupy the mind. Ideally, eseekas start with a circle and evolve 'organically', without conscious thought by the creator. **Ee'Char** taught **Miles O'Brien** how to draw eseekas during their imprisonment. (*Starship Log*: 'Hard Time' [DS9]) **SEE FILES 18, 70**

Eskarian egg

An ovum, possibly used in humanoid meals. To have 'Eskarian egg on the face' is to be acutely embarrassed or humiliated, something **Neelix** promised would happen to **Tuvok** following his journalistic investigation. (*Starship Log*: 'Investigations' [VOY]) **SEE FILE 71**

esophageal spasm

A sudden, involuntary contraction of the throat, whether as harmless as a hiccup or as dangerous as a choke. The **U.S.S. Voyager's EMH** attended the 2371 surprise party for **Kes** at **Sandrine's** in case of such an emergency. (*Starship Log*: 'Twisted' [VOY]) **SEE FILE 71**

esophageal tract

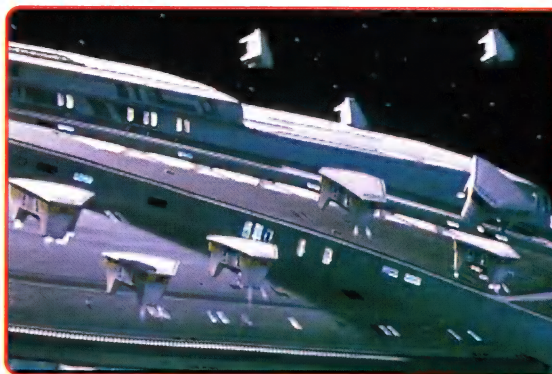
A portion of the digestive canal located in the humanoid neck area. **U.S.S. Voyager's EMH** removed the **Borg** microtubule network embedded in **Seven of Nine's** esophageal tract. (*Starship Log*: 'The Gift' [VOY]) **SEE FILE 71**

Esoqq

Male **Chalnoth**. Esoqq was abducted by a previously-unknown race during an experiment in the nature of authority. **Jean-Luc Picard**, **Mitena Haro**, and **Kova Tholl** were also held captive with Esoqq. (*Starship Log*: 'Allegiance' [TNG]) **SEE FILE 69**



Esoqq was among a group of aliens kidnapped and incarcerated so that their captors could study their behavior.



The escape pods of the U.S.S. ENTERPRISE NCC-1701-E were jettisoned when Captain Picard decided to activate the Borg-infested ship's autodestruct sequence. These escape pods were programmed to make planetfall almost immediately, but they, and most other models, could support life for weeks if needed.

ESP

SEE extrasensory perception

Essex, U.S.S.

Federation starship, **Daedalus** class, registry number **NCC-173**. In 2167, the **Essex** was destroyed, and all hands perished, in an electromagnetic storm produced by **Ux-Mal** outlaws. Some 200 years later, the **U.S.S. Enterprise NCC-1701-D** encountered these fugitives posing as **Essex** survivors. (*Starship Log*: 'Power Play' [TNG]) **SEE FILES 18, 31, 69**

Esteban, Captain J.T.

Starfleet officer charged with heading the investigation into the newly-formed **Genesis Planet** in 2285. Esteban and all but two of his crew from the **U.S.S. Grissom** were killed in a **Klingon** assault. (*Starship Log*: *Star Trek II: The Search for Spock*) **SEE FILES 19, 31, 73**

Etanian Order

Delta Quadrant species that conquers other civilizations and planets by fabricating astrophysical disasters, such as asteroid impacts, that force the local inhabitants to flee. The **U.S.S. Voyager** prevented just such a takeover attempt of a **Nezu** colony. (*Starship Log*: 'Rise' [VOY]) **SEE FILES 18, 71**

Ethan

An assumed name or identity used by the child-entity **Barash** within the artificial reality he created on planet **Alpha Onias III**. (*Starship Log*: 'Future Imperfect' [TNG]) **SEE FILES 58, 69**

Etheria

A **Dabo** girl in **Quark's bar** on **Deep Space Nine**. (*Starship Log*: 'Rules of Engagement' [DS9]) **SEE FILES 29, 70**

ethical program

A subroutine within the cerebral programming of the android **Data**. This software provided Data with the means to assess the effect of his actions on the welfare of other beings. (*Starship Log*: 'Descent', Part II [TNG]) **SEE FILES 55, 69**

'Ethics, Sophistry and the Alternate Universe'

A tome of moral and philosophical inquiry by the author **Ving Kuda**. **Jean-Luc Picard** once brought the book with him to **Risa**, although it is hardly standard holiday reading. (*Starship Log*: 'Captain's Holiday' [TNG]) **SEE FILES 43, 69**

Eryops
escape pods
esseekas
Eskarian egg
esophageal spasm
esophageal tract
Esoqq
ESP

Essex, U.S.S.
Esteban, Captain J.T.
Etanian Order
Ethan
Etheria
ethical program
'Ethics, Sophistry and the Alternate Universe'

ethmoid fossa
ethylene
Eudana
Eugenics War
European Hegemony
Evadne IV
Evans, Charles
Evansville, John
evasive pattern
Evex, Gul
event horizon
Everest, Mount
Evolved Ferengi
exanogen gas
Exarch
Excalbia



Miles O'Brien learned to draw eseekas from Ee'char. The activity calmed his mind and helped him to endure prison life.



Ethan was another name used by Barash, a near-omnipotent but lonely entity who created an elaborate fantasy in which he trapped Command Riker.

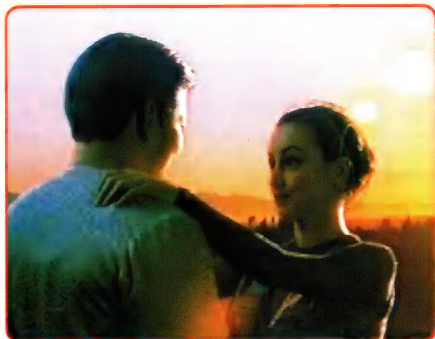


ethmoid fossa

Part of the light spongy bone in the human nose, forming part of the walls and septum of the superior nasal cavity. **Lt. Carey** had to have his reset by the **EMH** in 2371 after he was punched by **B'Elanna Torres**. (*Starship Log: 'Parallax' [VOY]*) **SEE FILES 43, 71**

ethylene

Colorless, slightly sweet-smelling gas produced by the distillation of petroleum. In 2372, **Harry Kim** detected traces of this alkene in space, just prior to the discovery of a 1930's pickup truck floating in the **Delta Quadrant**. (*Starship Log: 'The 37's' [VOY]*) **SEE FILE 71**



Eudana

This **Sikarian** female introduced **Harry Kim** to the sensual **Erosene winds** of the **Alastria** system. She also helped **U.S.S. Voyager** crew members illicitly obtain the matrix of the Sikarians' **spatial tractor**. (*Starship Log: 'Prime Factors' [VOY]*) **SEE FILES 18, 71**

▶ **Harry Kim** learned about the amazing range of the **Sikarian tractor platforms** first hand when **Eudana** used the technology to transport him to the distant **Alastria** system.

Eugenics Wars

Series of widespread armed conflicts on planet Earth, believed to have occurred in the late 20th-century, attributed to the ascendancy of certain genetically-bred humanoids, among them **Khan Noonien Singh**. (*Starship Log: 'Space Seed' [TOS]; 'Doctor Bashir, I Presume?' [DS9]*) **SEE FILES 7, 44, 68, 70**

European Hegemony

Predominant political federation on Earth in the 2100s, often seen as a rudimentary attempt at a unified planetary state. (*Starship Log: 'Up The Long Ladder' [TNG]*) **SEE FILES 7, 69**

Evadne IV

The **U.S.S. Enterprise NCC-1701-D** headed for this planet on a diplomatic assignment in 2367, following their extrication from a volatile wormhole in the **Ngame Nebula**. (*Starship Log: 'Clues' [TNG]*) **SEE FILES 3, 69**

Evans, Charles

Human crash survivor raised by the **Thasians** from the age of three until his rescue by the **U.S.S. Antares** at 17. His extraordinary cerebral and psychokinetic abilities, and lack of social contact, prevented him from integrating into human society. He destroyed the **Antares** in an attempt to hide his abilities from others, but the Thasians eventually returned him to their own planet. (*Starship Log: 'Charlie X' [TOS]*) **SEE FILES 44, 68**



▶ **Charlie Evans** wanted to stay on the **U.S.S. ENTERPRISE** and live among humans, but his extraordinary abilities made this prospect too dangerous.

Evansville, John

A leader of the human colony encountered by the **U.S.S. Voyager** on the former **Briori** homeworld. The colony consisted entirely of the descendants of 300 humans abducted from Earth by the Briori in 1937, several of whom were still in cryostasis in 2372. (*Starship Log: 'The 37's' [VOY]*) **SEE FILES 4, 44, 71**

evasive pattern

A **Starfleet** maneuver intended to elude or hide from an enemy, especially when shields or weapons are inoperative. Evasive patterns are ordered via coded designations such as '**Omega Three**' or '**Delta Four**'. (*Starship Log: 'Initiations' [VOY]*) **SEE FILES 19, 71**



Evek, Gul

Cardassian military officer. While in command of the **Vetar** warship, Evек was a frequent antagonist of **Federation** personnel, despite the official cessation of active hostilities. He was believed killed in the **Badlands**, while pursuing a **Maquis** ship, in 2371. (*Starship Log: 'Journey's End' [TNG]; 'The Maquis', Part I [DS9]; 'Caretaker' [VOY]*) **SEE FILES 13, 50, 69, 70, 71**

▶ **Gul Evек** had no love for the **Federation**. His suggestion for solving a vole infestation of **DEEP SPACE NINE** was that **Starfleet** should withdraw from **Bajor**.

event horizon

Powerful energy field surrounding a quantum singularity star. Its gravitational forces can seize any object, even though the object appears to still be moving, as happened to the **U.S.S. Voyager** in 2371. (*Starship Log: 'Parallax' [VOY]*) **SEE FILES 5, 71**

Everest, Mount

English name for the mountain peak known locally as **Chomo Lungma** ('goddess-mother'). Located on the Nepal-Tibet frontier on Earth, Everest is the highest point on the planet, at 8847 meters, and, in a **Deep Space Nine** holosuite program, the site of a fortress belonging to the infamous **Dr. Hippocrates Noah**. (*Starship Log: 'Our Man Bashir' [DS9]*) **SEE FILES 29, 43, 70**

Evolved Ferengi

According to **Rom**, a hypothetical new class of **Ferengi** proposed by the **Nagus** in 2371 because "it is time for the Ferengi to move beyond greed." (*Starship Log: 'Prophet Motive' [DS9]*) **SEE FILE 70**

exanogen gas

An intensely cold volatile substance which is used to decelerate the development and reproduction of **nitrium metal parasites**. (*Starship Log: 'Cost of Living' [TNG]*) **SEE FILE 69**

Exarch

A **Cardassian** political title, usually a local or provincial administrator. **Kotan Pa'Dar** was Exarch of a settlement on **Bajor** around 2362 when his son was believed killed in a Bajoran terrorist attack. (*Starship Log: 'Cardassians' [DS9]*) **SEE FILES 10, 13, 70**

Excalbia

Alpha Quadrant planet covered by liquefied mineral matter and surrounded by a toxic gaseous envelope. The native life forms are sentient, rock-based creatures. (*Starship Log: 'The Savage Curtain' [TOS]*) **SEE FILES 4, 18, 68**



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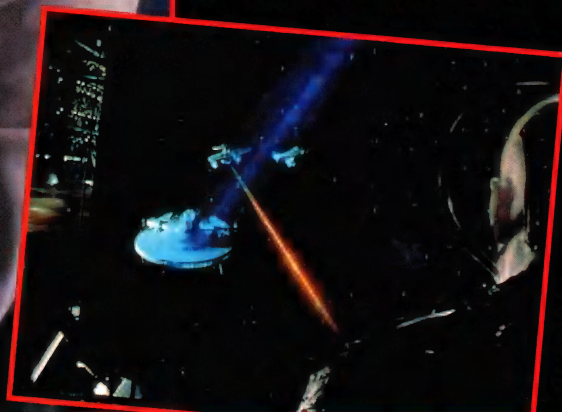


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OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

APPENDIX CARD 2



OTHER GROUPS
AND RACES

THE MIRROR UNIVERSE

Across a dimensional divide is a universe that is a dark reflection of our own. Here, might is right and evil prevails, but everything — including the people — is still startlingly familiar.

Following the Big Bang, the universe began to divide. Because atoms are little more than clouds of probability, every time a particle takes on a set of characteristics rather than another that was just as likely, two universes are created, in which each of these events occurred. The process is continuous and infinite; somewhere, every decision that could have been made, has been.

Some parallel universes are so similar that one would not be able to detect a difference between them without sophisticated instruments. Other universes are so different from a person's home universe that they would be

entirely unrecognizable to an interdimensional traveler; in others, the differences fall somewhere between these two extremes.

Of the many divergent universes encountered by personnel from the universe we inhabit, there is one that has been explored far more than any other. This universe, first encountered in 2267 by four **Starfleet** officers from the **U.S.S. Enterprise NCC-1701**, has come to be known as the **mirror universe**.

The mirror universe

The mirror universe is extremely similar to the universe we know. So close, in fact, that the split between them is likely to have happened only a short

▼ **The mirror universe personnel find it more difficult to hide their true identities in the primary universe. They are soon imprisoned.**



time before its discovery by primary universe personnel. The humans, **Klingons**, **Bajorans**, **Cardassians**, **Trill**, and **Ferengi** familiar to our Galaxy also exist in the



▲ **First contact with the mirror universe is initiated by a freak transporter accident. A landing party from the primary universe U.S.S. ENTERPRISE are swapped with their counterparts from the mirror universe.**

rich in **dilithium crystals**. **Vulcans** exist also, and though they still worship logic, they are not above using violence to get what they want. In fact, the defining characteristic of the mirror universe over the one we know appears to be in its psyche rather than its physical nature. It is a darker, more violent place. It is a universe where might is right, and evil nearly always seems to prevail over those who would try to oppose it.

The earliest contacts between the primary

mirror universe. The **Halkans** exist in both universes, and are similarly passive in each one; in both primary and mirror universes, their planet is

SAME DIFFERENCE

Mirror image

The primary universe **Starfleet** officers who find themselves in the mirror universe in 2267 are confronted by officers who look like their colleagues but act very differently. Captain Kirk is expected to

obliterate a peaceful race who will not grant mining rights to the Empire, and Uhura must defend herself from aggressive sexual advances that would never be tolerated on her own ship.

▼ **Women in the mirror universe version of Starfleet often keep knives in their boots to ward off lusty crewmates.**



Universe The Mirror Universe

Quadrant N/A

Class N/A

Ruling power The Terran Empire

Social structure

Based on a system of 'might is right'. Personnel advance up the ranks by assassinating those above them.

Level of technology

Appears to be identical to that of the primary universe: transporters, deep space exploration starships. Also more sinister technology such as agony booths.

Starship Log

STAR TREK: The Original Series 'Mirror, Mirror'; STAR TREK: DEEP SPACE NINE: 'Crossover', 'Through the Looking Glass', 'Shattered Mirror', 'Resurrection'

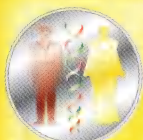
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OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

APPENDIX 2



OTHER GROUPS
AND RACES

THE MIRROR UNIVERSE

Many peaceful races of the primary universe are more brutal and warlike in the mirror universe, but the gentle Halkans are pacifists in both realities.



universe and the mirror universe are accidental. The first is caused by a power surge in the transporter system of a **Constitution**-class starship caused by a standard ion-type magnetic storm; it causes four officers from the **U.S.S. Enterprise NCC-1701** – Captain Kirk, Chief

Engineer Scott, Dr. McCoy, and Lt. Uhura – to be transported to the **I.S.S. Enterprise**, a vessel that is a dark reflection of their own; at the same time, their mirror counterparts are transported onto the primary universe **Enterprise**. The displaced officers are physically so



similar to their mirror universe counterparts that the rest of the crew are not aware that the switch has been made.

All knowledge of the mirror universe gathered on this trip is gleaned from their interaction with the mirror ship's crew, and their arrival changes forever the

One of the most important men in the history of the mirror universe is Mr. Spock, the first officer of the **I.S.S. ENTERPRISE**. His meeting with primary universe personnel will change his people's history forever.

course of the mirror universe's history.

Technicians in the mirror universe later redesign their transporters to prevent the kind of accident that first allowed travel between their universes from happening again. However, transporter accidents are not the only way in which travel between the two universes can be facilitated, and primary Starfleet personnel continue to show up in the mirror universe. In

GALAXY FACTS

There is no indication that the mirror Bajorans are aware of the Bajoran wormhole, or the aliens that their primary universe counterparts consider to be the Celestial Prophets.

Following Kirk's party's initial contact with the mirror universe, it is more than 100 years before the second crossover occurs.

2371, a Starfleet **Runabout** jumps between universes when it suffers a mechanical failure while passing through the **Bajoran wormhole**. Later, mirror universe technology is developed so that interdimensional transposition may be undertaken at will.

THE MIRROR STARFLEET

The Terran Empire

In the 2260s, the mirror universe has a dark, militaristic organization that can nonetheless be instantly recognized as a twisted version of Starfleet. Officers in the mirror universe are always met with the Imperial salute. Though the Starfleet uniforms of both the primary and the mirror universe are similar, the uniforms in the mirror universe have a definite piratical slant; men wear colorful sashes, and women have bare midriffs and wear tall black boots in

which they commonly keep knives that are not just for decoration. The chain of command aboard the **I.S.S. Enterprise** corresponds to the command structure in the primary universe, but the method of advancing in rank is different. In the mirror universe, crew members achieve advancement by assassinating those above them. The mirror Kirk becomes captain of the **I.S.S. Enterprise** by assassinating the mirror Christopher Pike, and goes on to confirm his brutal nature when he suppresses the Gorlan uprising by destroying the rebel homeworld. Shortly afterward, he executes 5000 colonists on Vega IX. The crime committed by the colonists is unknown, but the response is all too characteristic of the brutal Empire.



The symbol of the Terran Empire, a sword through the planet Earth, is displayed on the ship's doors.



Crew members who step out of line are punished with agonizers. More serious offenses result in a visit to agony booths.

THE ALLIANCE AND TEROK NOR

The Alliance

By the 2370s, when contact between the primary and mirror universes is reestablished, the balance of power has shifted. The Terran Empire has been replaced by the Alliance, an organization comprising the Cardassians, Klingons, and Bajorans; the symbol of the Alliance is a combination of the primary universe insignias of these races. It looks something like



The symbol of the Alliance is a combination of the individual symbols of the races that comprise this harsh union.



Aboard **TEROK NOR**, human and Vulcan slaves work in ore processing. It is a hard and unrelenting life.

a great black bird with its wings spread. Alliance security officers wear the symbol of the Alliance on the right side of their chest.

The Alliance controls **Terok Nor** by way of a Bajoran leader, but it is now the Terrans rather than the Bajorans who provide the slave labor. The Promenade is more garish than that of the primary **Deep Space Nine**. Bajorans, Cardassians, and Klingons strut through with the confidence of those who know they are at the top of the food chain.

The ore processing section is hellish, filled with smoke, dust, and heat. The Terrans who work here have no names, only serial numbers, but though enslaved they can rise to easier work and positions of greater trust.



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

APPENDIX CARD 2A



OTHER GROUPS
AND RACES

HISTORY OF THE MIRROR UNIVERSE

Part 1 Visitors from the primary universe tell Spock of the *I.S.S. Enterprise* that terror is not the most logical tool to use for ruling the Galaxy. Listening to their pleas, he begins a series of reforms, little realizing his actions will lead to the downfall of the Terran Empire.

Few definite facts are known about the **mirror universe** prior to first contact with the primary universe, but from the startling similarities between the two, it can be assumed that their histories have run broadly similar courses. We know that the human race

of the mirror universe branched out into the stars and forged a great Empire, maintained by terror. In starships identical to those of the primary universe **Starfleet**, the **Terran Empire** roamed the Galaxy, taking what it wanted by force and crushing those who dared oppose it. The history of the mirror

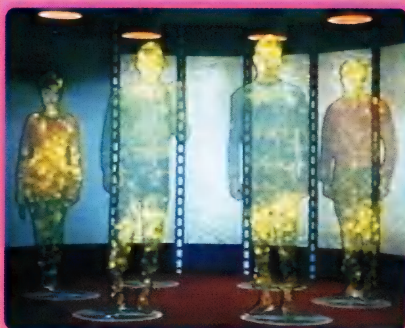
universe is overwhelmingly one of violence, in which humanity never moved beyond its warlike past in the same way that it did in the primary universe.

Enter another world

Since contact occurred, however, the history of the mirror universe has been indelibly linked to the influence of its more gentle counterpart.

In 2267, the *I.S.S. Enterprise*, a starship in the service of the barbaric Empire, encounters a group of beings from an alternate universe. The visitors are crew members from a parallel vessel, the *U.S.S. Enterprise*, in the service of the **United Federation of Planets**. The Federation

First contact between the mirror and primary universes occurs when a transporter malfunction transposes the landing parties of the U.S.S. ENTERPRISE and I.S.S. ENTERPRISE.



The meeting of the primary Kirk and the mirror Spock changes the history of the mirror universe forever.

The Tantalus device gives Spock the means by which to rise to a position of influence.

is a political union of spacefaring peoples, with a social system that prizes the ideals of peace, unity, and understanding among



all races and species; it is the opposite of the brutal and fascistic Terran Empire.

Arriving by way of a freak transporter accident, the visitors are trapped aboard the *I.S.S. Enterprise* until they are able to simulate the same effect and escape. As they are about to transport home, the leader of the Federation crew, **Captain Kirk**, makes an impassioned speech to the *I.S.S. Enterprise's* second-in-command, **Spock**, imploring him to use his logical nature and respected position to positively influence his Empire's destiny, to steer it away from its violent course. Kirk believes that Spock has the capabilities to overthrow the Empire and replace it with a more humane government, and gives him the **Tantalus**

ALLIANCE, NOT OPPRESSION

Different paths

In the primary universe, the Bajorans spent decades of oppression under Cardassian occupation, but in the mirror universe they are part of the Cardassian/Klingon alliance. In this universe, Terrans are the slaves.



Cardassians and Klingons rule in the mirror universe. The Bajorans are their allies.

Kira Nerys is the Intendant of TEROK NOR, a dark reflection of her primary universe role.

GALAXY FACT

▶ In 2267, the Halkans are threatened by the *I.S.S. Enterprise*. Spock predicts that the Galaxy will revolt against the Empire in 240 years, and that the inevitable outcome will be the collapse of the Empire. They have no idea that their prediction will come true much sooner than this.

device, the means by which to do what he has suggested. Evidently, Spock decides that the primary universe Kirk is correct. He assassinates the mirror Kirk and takes over his ship. From here, he will eventually rise to the position of Commander-in-Chief of the Empire.

In the years that follow, Spock begins to forge a

new political system, one far removed from the brutal policies for which the Empire was infamous. By adopting methods other than those of terror and death, he is able to steer the Terran Empire onto a radically different path. Preaching the virtues of reform, disarmament, and peace, Spock plays a pivotal role in his universe, leading his people out of a dark, violent, past and onward toward a more enlightened future.

Changing course

Through Spock's leadership, the Empire is changed forever. These changes, however, are ultimately far different than anything that Spock or the

primary universe Kirk had ever envisioned.

For a time, it seems that Spock's influence on the Empire, based on Kirk's seemingly logical argument, will be a wholly positive one. Yet when dealing with sociopolitical equations on a galactic scale, what may seem to be a to be a simple course of action can have unexpectedly complex repercussions. One of the reasons for the Federation's

Prime Directive of non-interference is that tampering with established societies can have unforeseen negative consequences, even when the course of action seems morally justified and necessary.

The result of Spock's influence, though guided by honor and logic, is ultimately disastrous for the Terran Empire. As the years pass, Spock's reforms begin to take hold throughout the Empire, bringing about an age of enlightenment and progress. The people of the Terran Empire develop a new regard for the virtues of tolerance and eventually the seeds of peace begin to take root. However, while the Terran Empire continues its remarkable transformation, certain other galactic powers come



to suspect that these changes are leaving the once-invincible Empire weak and vulnerable to invasion. To best take advantage of this, an Alliance is formed between the **Klingons** and the **Cardassians**.

The fall of the Empire

Too weak to resist the power of the Alliance, the once feared Terran Empire is conquered, and humans are subjugated by a force easily the equal of the Empire at its barbaric peak. Planets such as **Bajor**, once crushed beneath the iron fist of the Empire, are eager to join this new order, increasing the already formidable strength of the Alliance.

▶ *Worf of the mirror universe is the Regent and a leader of the Alliance. He has no connection to the Terrans who are his primary universe friends.*



▶ *The mirror universe space station **TEROK NOR** is still a mining facility under Cardassian rule; there is no United Federation of Planets to rename it **DEEP SPACE NINE**.*

A LIFE OF SLAVERY FOR THOSE WHO ONCE RULED

Tables turned

With the rise of the Alliance, the Terrans and Vulcans become slaves. Many of them work in harsh manual labor such as the ore processing plant on *Terok Nor*, a fate once endured by Bajorans in the primary universe. Those who are prepared to collaborate with the Alliance can make their own lives easier, but even these are far from the equals of their new masters.



▶ *Life is hard for the slaves. They live in conditions of poverty and have little food. Most are too tired to fight back.*

▶ *Most Terrans and Vulcans on **TEROK NOR** spend their days in the ore processing plant, engaged in hard labor.*

Believing that the first wave of visitors from the parallel universe of the Federation caused immeasurable harm to the Terran Empire, one of the first rulings of the Alliance is that anyone caught crossing over from the other side will be disposed of immediately.

For more than 100 years, the door between the two universes remains firmly closed. But in 2370, another freak accident brings a new wave of visitors, and the Alliance's worst fears about the interference of primary universe personnel are finally realized.



TYPE:
MIRANDA-CLASS STARSHIP

REGISTRATION No:
NCC-31911

NAME:
U.S.S SARATOGA

DORSAL VIEW

MAIN BRIDGE

SHIP'S REGISTRY

SAUCER SECTION

PHASER CANNON

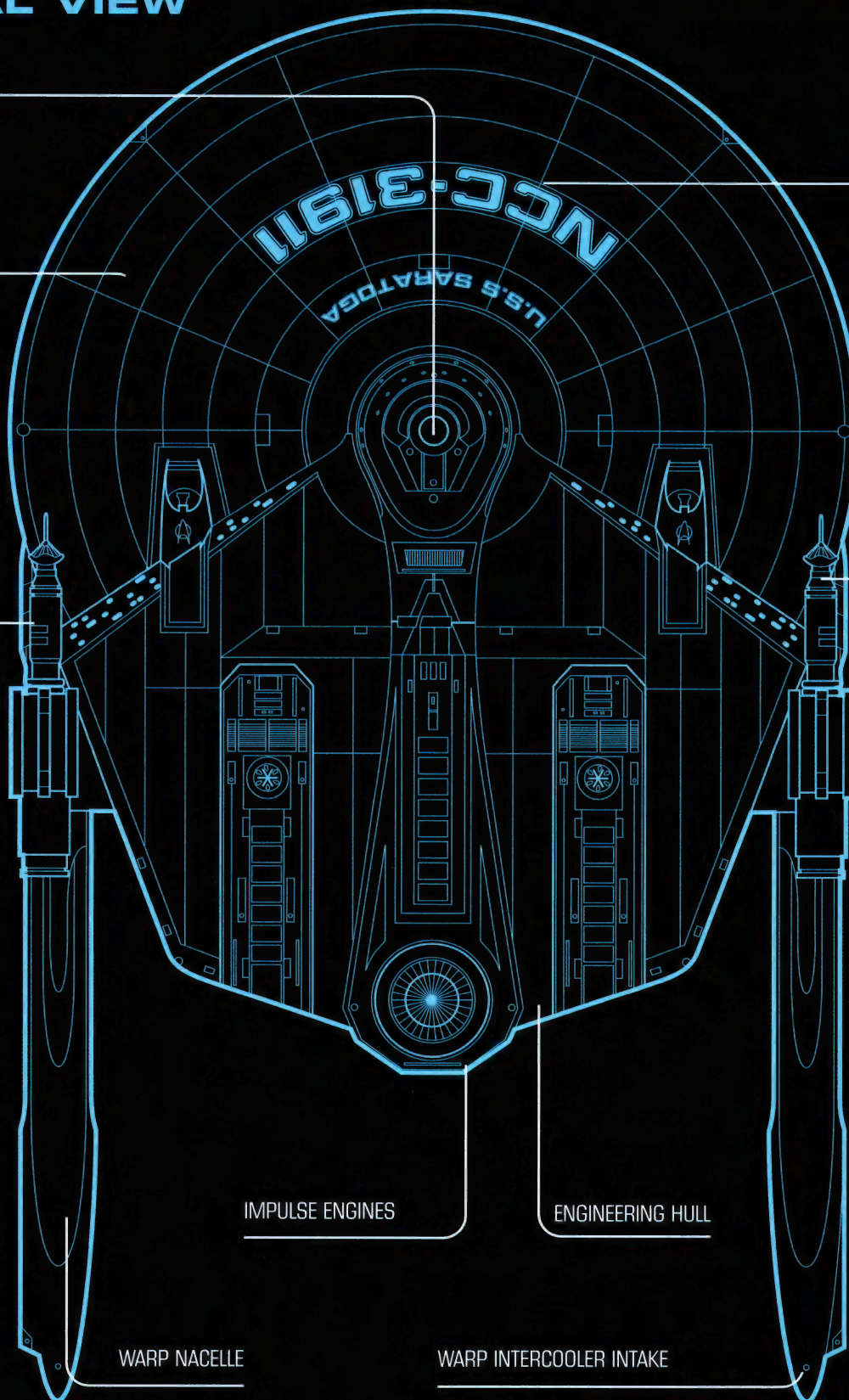
PHASER CANNON

IMPULSE ENGINES

ENGINEERING HULL

WARP NACELLE

WARP INTERCOOLER INTAKE



TYPE:

MIRANDA-CLASS STARSHIP

REGISTRATION No:

NCC-31911

NAME:

U.S.S. SARATOGA

Before his assignment to *Deep Space Nine*, Benjamin Sisko was the executive officer of the *U.S.S. Saratoga* NCC-31911, one of the many Starfleet vessels to succumb to the Borg at the Battle of Wolf 359.

The *U.S.S. Saratoga* NCC-31911, one of many ships that fight against the Borg at Wolf 359, is at least the second *Miranda*-class Starfleet vessel to bear the name. The first *U.S.S. Saratoga*, registry number NCC-1937, was disabled near the Neutral Zone in 2286 by the alien probe that attempted to contact Earth's whales; unfortunately, the later *Saratoga* suffers a more tragic fate.

The crew of the *U.S.S. Saratoga* NCC-31911 represents a typically cosmopolitan blend of Federation citizens; as on most ships, the crew are drawn from a diverse range of races. The ship's captain is a Vulcan, the first officer a human male, the tactical officer is a Bolian, and the conn and ops officers are human females. As is common aboard many Starfleet vessels of the late 24th century, regular crew members cohabit with their families; often, both parents are members of Starfleet. In 2367, the executive officer of the ship, Lt. Commander Benjamin Sisko, is joined by his young son Jake, and his wife Jennifer, a scientist.

The *Saratoga* crew bravely face their greatest

challenge at the Battle of Wolf 359. Under incredible duress, they work to defend the planet Earth from the Borg threat.

The *Saratoga* is part of an assault wave on the Borg vessel that includes the *U.S.S. Gage*, the *U.S.S. Kyushu* and the *U.S.S. Melbourne*.

The Borg ship obliterates the *Melbourne* and then turns its attention to the *Saratoga*. The Starfleet vessel tries to avoid the Borg's attempt to lock on by using delta pattern evasive maneuvers, but to no avail; the Borg tractor beam locks on and begins to drain the *Saratoga*'s shields. The shields fail, and the ship is rocked by explosions. The bridge crew are badly injured and many, including the captain, are killed. The survivors struggle back to their consoles, only to discover that the warp core has been damaged and containment failure is only four minutes away. Lt. Commander Sisko, now the senior officer, orders the crew to evacuate.

Looking out for one another

Even in such desperate situations, the crew still find time to look out for one another rather than thinking only of themselves. The ship's evacuation is hampered by fires and fallen equipment, and crew members have to help injured and shocked crewmates to find the escape pods. When the Bolian tactical officer finds Ben Sisko trying to free the body of his wife, he knows that saving the living is more important than thinking of the dead; he drags



Locutus of Borg watches the Battle of Wolf 359, in which the *U.S.S. SARATOGA* is destroyed. The *SARATOGA* is one of 39 Starfleet vessels lost in the conflict.



The captain of the *SARATOGA* is a Vulcan. Sadly, he is among the crew who are lost with the ship.

Sisko and his son, Jake, away toward the escape pods. Jennifer's body is left behind. Ben and Jake escape to the pods, and watch the ship explode as they are ejected. Many of their crewmates are not so lucky.

In the aftermath of the battle, the surviving *Saratoga* crew have to learn to put the tragedy of Wolf 359 behind them and move on to new lives and new postings. At least they have the comfort of knowing that their sacrifice was not in vain; the Borg are stopped before their wave of destruction can reach Earth.



Electrical fires and explosions caused by the Borg onslaught rock the *SARATOGA*. The crew's only hope is to reach the escape pods.



The *SARATOGA* escape pods are ejected from the ship at great speed, to give the crew the best chance of reaching a safe distance before their vessel explodes. The Borg seem to pay no attention to these tiny vessels.

Crew members such as Ben Sisko, the *SARATOGA*'s executive officer, watch the ship explode from the relative safety of the escape pods. Unfortunately, they know that not everyone has made it out alive.



Cardassian Freighter

Cardassian freighters carry everything from harmless supplies to weapons across Cardassian space. Technically, they are military ships, but they are not capable of lasting long in a fight.

A *Cardassian freighter* is a long, narrow ship with a golden colored hull. It is a modular vessel, with a command module at the bow and an engineering module at the stern; a number of cargo modules (usually four) fit in between. *Cardassian freighters* are considered to be military ships, but the captains of such vessels have only a small amount of prestige. The freighters are primarily supply vessels, making deliveries to science stations and bases throughout Cardassian space; they carry a crew of 50, and have both warp and impulse capabilities. Sometimes, the Cardassians use what appear to be innocent supply ships to transport weapons. Under these circumstances, the ships are protected by a high-powered **subspace** field that **Starfleet** sensors are unable to penetrate. On the other hand, after sustaining a single direct hit from the disruptors of a *Klingon Bird-of-Prey*, the freighter's defensive shields may be knocked down to 20 percent; a second hit would destroy the vessel.

Physical description

The design of the cargo modules indicates that they may be interchangeable; it is possible that fully loaded modules are attached together like the cars of a 20th century terrestrial freight train, towed to their destination, and then left behind.

The interior layout includes a bridge, a number of cargo bays, and staterooms for senior crew and guests. Technology is of traditional Cardassian design. The bridge is a small room with displays on the port and starboard walls; at the forward wall, the viewscreen has a typically Cardassian elliptical shape. Between the side wall

displays are thin orange vertical ribs of light. In the center of the bridge is the captain's chair, a substantial and imposing structure. Forward of the captain and to his right is a station that can control sensors, weapons, and tactical information. Another similar station to the forward left is assigned to weapons control. On the wall just to the left of this weapons station is a tactical map displaying navigational information. In the port and starboard corners, behind the captain, are two more stations where crew members stand to do their work.

Quarters are small and simple. A set of bunkbeds fills one wall, and each bunk is illuminated by its own light bar. Other amenities include a table with two chairs and a small wall safe. The cargo inside each module is packed loosely, seemingly at random; the cargo module itself is lit by vertical white light bars in the walls.

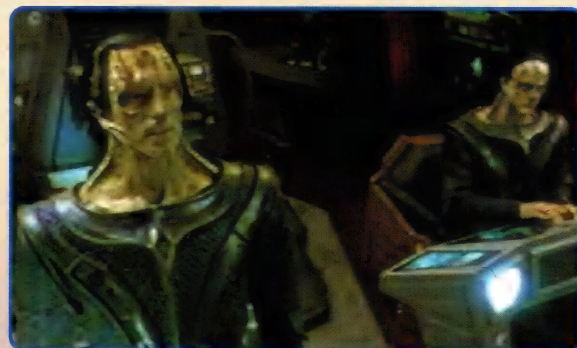
Weapons and defenses

Though the freighters are equipped with shields, sensors, and tactical computers, these supply ships carry limited weapons. The freighters are not capable of defeating either a *Nebula-class Federation* starship or a *Klingon Bird-of-Prey*. Even when the *Bird-of-Prey's* shields are down, a freighter's **phasers** cannot penetrate its hull. When the freighter is at alert status, a signal that sounds like a quickly repeated three-part gong clangs throughout the ship.

Destroying small meteors is all the ship's weapons can normally manage. When a phaser is fired, the entire freighter shudders and its phaser banks take much longer to recharge than would the phasers aboard a *Cardassian cruiser* or *warship*. The freighter is a ship built for cargo, not for war.



▲ CARDASSIAN FREIGHTERS, such as the **GROUMALL**, commanded by Gul Dukat, are primarily supply ships. They have few weapons.



▲ Gul Dukat, transferred to the **GROUMALL** after being disgraced for having a half-Bajoran daughter, spends most of his time on the bridge. The station to his left controls the ship's weapons.



▲ Cardassian freighters are modular ships. The central area of the vessel comprises a series of identical cargo modules.



▲ CARDASSIAN FREIGHTERS are equipped with warp engines, ensuring that their supplies are delivered as quickly as possible.



▲ The freighters have impulse engines for maneuvering inside planetary systems. The engines of the **GROUMALL** glow with a red light when in use.



▲ The freighter's interiors have familiar Cardassian designs. The display screens are predominantly red and blue; narrow red strip lights provide illumination.



Cardassian Freighter

The *Cardassian Freighter* is a sturdy ship that performs its duty well. But it is no match for the warships of other races, especially not a *Klingon Bird-of-Prey*.

STARBOARD VIEW

The engineering module forms the aft end of the ship, after the cargo modules.

The central section of the CARDASSIAN FREIGHTER is a series of identical cargo modules.

The function of the fins at the rear is not known.

Some of the bridge officers stand at their posts; other stations are seated. Compared to some ships, the bridge of the CARDASSIAN FREIGHTER is relatively cramped.



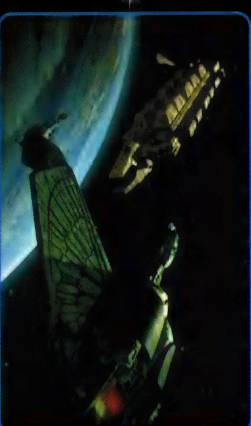
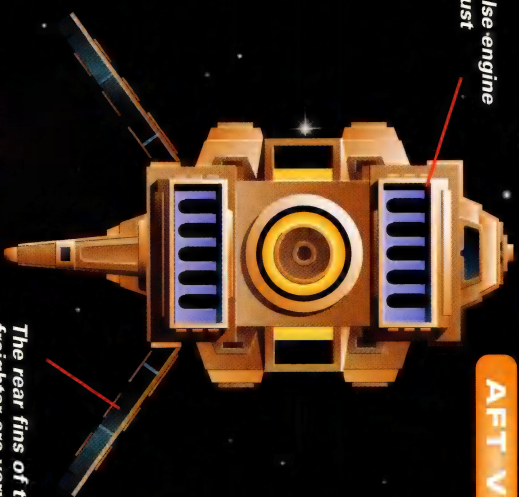
The ship's front section contains the command module.

The front of the vessel has an extremely narrow nose.

Impulse engine exhaust

AFT VIEW

The rear fins of the freighter are very narrow.



The GROUMALL faces a KLINGON BIRD-OF-PREY that has superior firepower.



A direct hit from the Klingon ship causes severe damage to the GROUMALL.

CARDASSIAN FREIGHTER

Crew: 50

Defenses: Starfleet sensors cannot penetrate the subspace field; defensive shields can be destroyed by Klingon disruptors.

Engines: Warp and impulse
Weaponry: Phasers

FILE 44 NON-STARFLEET HUMANS

Kasidy Yates

From the moment **Jake Sisko** first meets freighter captain **Kasidy Yates**, he knows that she is the perfect woman for his father. Luckily, **Commander Benjamin Sisko** agrees.

Kasidy Yates is an attractive, charismatic, human woman of African descent who captains her own freighter ship in the **Alpha Quadrant** and makes frequent stops at **Deep Space Nine**. She is a strong leader who is dedicated to her ship, the **Xhosa**, and her crew.

When Yates's freighter first arrives on **Deep Space Nine**, **Commander Benjamin Sisko**'s son, **Jake**, meets Kasidy and decides that she would be a good match for his father. Commander Sisko is instantly attracted to her when they first meet in a **Deep Space Nine** cargo bay, but he is tongue-tied and all he can do is apologize for Jake's matchmaking. Luckily, Kasidy is not shy; she jumps in and invites Sisko for coffee. Asking the commanding officer of this massive station out on a

date does not seem overbold to her. Yates is not hesitant about her emotions; she is a passionate woman, and has no fear in her personal relationships, showing the same confidence and decisiveness she relies on as the captain of her own independent, interstellar freighter. She throws herself wholeheartedly into her relationship with Sisko, whereas he is more nervous; Kasidy is the first woman he has dated since his wife died.

Career girl

Yates is also dedicated to her crew and, because she is a civilian, she can be more relaxed around them than would be possible for the commanding officer of a **Starfleet** vessel.

Her career is very important to her, and she looks to advance it when she can, making bold moves in this area as well as in her love life. She is

willing to take a new job and move aboard **Deep Space Nine** to be close to Sisko; after working primarily for the **Petaran**s, making do with outmoded equipment, she applies for

a position with the **Bajoran Ministry of Commerce**. The posting offers all the independence Yates requires – using her own ship, picking her own crew – and it enables her to stay

near the by now-Captain Sisko and take up quarters on **Deep Space Nine**. She is offered the post only 20 minutes into her interview on **Bajor**.

Hesitant lover

When Yates finds that Sisko is tentative in his enthusiasm about her new job and her spending more time on **Deep Space Nine**, she storms out of his quarters. She is not going to be with him unless he is clearly committed to her, but she is not going to miss a great job opportunity because of his uncertainty, and makes her own decision to take the **Bajoran** job. She explains to her reluctant lover that he has a lot to learn about women in general, and about her in particular.

Kasidy asserts her opinions whenever she feels strongly about something. When Captain Sisko is prepared to risk his

PROFILE ON KASIDY YATES

NAME: Kasidy Yates

LIFE FORM: Human female

KNOWN FAMILY: One brother on Cestus III

CURRENT BASE: *Deep Space Nine*

OCCUPATION: Freighter captain

CURRENT EMPLOYERS: The Bajoran Ministry of Commerce

SHIP: *The Xhosa*

FIRST SEEN: 'Family Business' [DS9]



▲ *Kasidy Yates is a beautiful, confident woman to whom Commander Benjamin Sisko is immediately attracted.*

DEVELOPING ROMANCE

★ Dating game

When Commander Sisko and Kasidy come face to face, Ben is embarrassed by his son's attempted matchmaking, but Kasidy has the confidence to ask her nervous suitor for a date.



★ Finding happiness

Kasidy and Ben soon develop a happy relationship, helped by their many shared interests. Kasidy applies for a job with the Bajorans so she can spend as much time as possible on the station, where she has her own quarters.



★ First impressions

Jake Sisko meets Kasidy before his father does, and is sure that the two are well matched. He does his best to bring them together, and encourages their relationship. He wants what is best for his father; he shows no jealousy, and thinks it is good that Ben is moving on after his wife's death.



Kasidy Yates

Responsibility

Kasidy is shocked that Ben is prepared to forego medical treatment needed to save his life. She feels that his responsibility to Jake is greater than the importance of his visions.

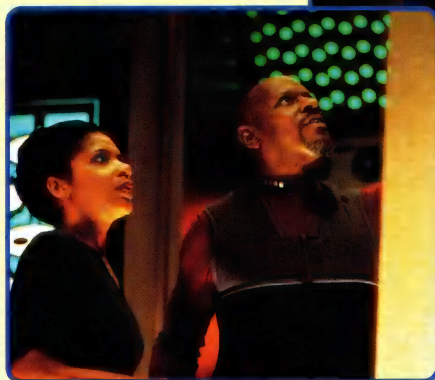
Emissary

Captain Sisko's position as the Emissary of the Prophets rarely has any effect on his relationship with Kasidy. Unlike the Bajorans, she does not see him as a religious icon.



Outlaw

Odo's suspicions that Kasidy is involved with the Maquis lead to a six-month prison term. She is only delivering essential medical supplies, but the Maquis use the opportunity to steal industrial replicators.



"It's a terrific opportunity. I get to use my own ship, pick my own crew, and the best part is, I never have to leave this sector."

— Kasidy Yates to Ben Sisko

life and forego surgery in order to preserve the powerful spiritual visions he is having, she is outraged. To her, his responsibility as Jake's father is far greater than any spiritual enlightenment. She finds it hard to believe that he values a mystical experience relating to the ancient, lost city of B'hala more than being with Jake as he grows up.

Yates is a passionate and sensual woman. She cherishes fine fabrics, and is thrilled when Sisko gives her a scarf of hard-to-obtain Tholian silk. She likes to cook and eat gourmet dishes from

Earth, such as jambalaya. She also shares Ben and Jake Sisko's interest in the archaic sport of baseball. She has a brother on Cestus III who is part of a small baseball revival; he plays on a team called the Pike City Pioneers, and Yates brings Sisko a souvenir baseball cap from the team. She knows a lot about the game, and it helps to cement a bond between her, the captain, and Jake. She and Jake develop a strong friendship of their own, and spend time cooking or playing baseball simulation programs in Quark's holosuites.

Kasidy is a woman who thinks

of others as much as herself; her escapades around Deep Space Nine are not only concerned with her budding romance and her career. When Yates is bringing supplies from Bajor to its outlying colony, Dreon VII, in 2372, the Xhosa takes six hours longer to complete the trip than any other ship. It is discovered that she is using this time to detour into the Badlands and transfer cargo to the Maquis. But she is bringing urgently needed medical supplies to the rebels as humanitarian aid, not fulfilling a political agenda.

Yates is honorable and brave

about facing the consequences of her actions. Knowing the gravity of her offense, she realizes that she will be arrested, but travels to Deep Space Nine to talk to Sisko rather than try to escape. Their relationship is important enough to her that she feels compelled to see him face to face. She says she has not been using Sisko to achieve her goals with the Maquis, but has genuine feelings for him. He shares those feelings, and is willing to forgive her when she returns to Deep Space Nine after six months in prison. He has maintained her quarters on Deep Space Nine and offers them to her again; she accepts.

Renewed relationship

Kasidy has since returned to her work with the Xhosa, and her relationship with Captain Sisko has continued. But since the Dominion's alliance with the Cardassians, and the start of the subsequent war with the Dominion, she and Sisko have had little opportunity for romance.

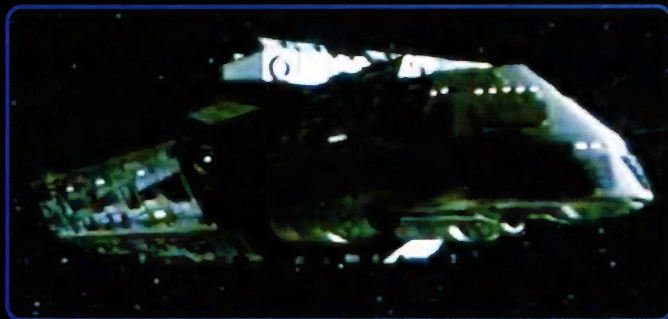
GOOD SHIP, RELIABLE CREW

The Xhosa

Kasidy's independent personality is perfectly suited to her job as captain of her own cargo freighter. The Xhosa is a Petaran Antares-class freighter; Kasidy used to work for the Petarans, but she continues to use the ship when she is working for the Bajorans. The Xhosa is an old

ship, and most of its technology is now obsolete. It has warp and impulse engines, but no weaponry.

The Xhosa is, for a time, Kasidy's home as well as her ship. But once her romance with Ben Sisko takes off, she makes Deep Space Nine her semi-permanent base.

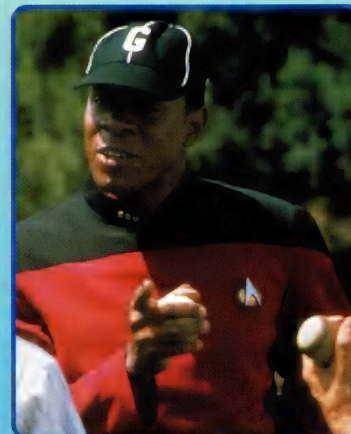


Mixed crew

Kasidy's crew, like that of many Starfleet vessels, is drawn from members of many races; the ship's engineer, Brathaw, is a Bolian.

Reminder of home

The XHOSA is named for a tribe from Africa on Earth. Like Sisko, Kasidy values her African heritage, and this is reflected in the earthy colors with which the XHOSA's interiors are decorated.



Baseball fans

Kasidy and Ben share an interest in baseball, and this helps to bring them closer together. Kasidy's brother plays for the Pike City Pioneers, a revival league team on Cestus III.



Data and the Holodeck

Commander Data and the holodeck are both complex machines. Data's experiences with holodeck programs have helped to educate him in the human condition and, in doing so, it brings him closer to his goal of being human.

The improvement of holodeck technology aboard **Starfleet** vessels during the 2360s and 2370s has become a useful tool in the evolution of **Commander Data**, **Starfleet's** only android. Like his colleagues, Data uses the holodecks for a wide variety of purposes; he has also used the facility in his efforts to understand humanity.

Data becomes interested in the recreational and educational potential of the

holodeck on **Stardate 41997**, when he joins **Captain Picard, Dr. Crusher**, and **Mr. Whalen**, the ship's historian, in **'The Big Goodbye'**, one of Picard's favorite **Dixon Hill** adventures. Despite initial problems, the adventure encourages Data to explore the holodeck for himself.

One way in which Data has gone about this is to use the holodeck to recreate Shakespearean dramas in the hope that, through acting in these plays, he will come to

DATA'S HOLODECK PROGRAMS

PROGRAM INTENTION: Entertainment

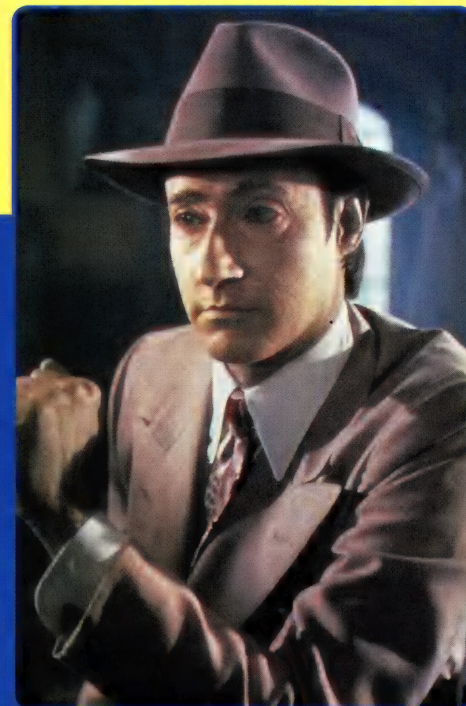
EXAMPLE PROGRAMS: Those based on the **Dixon Hill** and **Sherlock Holmes** novels.

PROGRAM INTENTION: To allow Data to interact with famous people from the past.

EXAMPLE PROGRAMS: Playing poker with the great scientists; on the couch with Freud.

PROGRAM INTENTION: To understand humanity.

EXAMPLE PROGRAMS: Famous dramas such as plays by **William Shakespeare** and novels by **Dickens**; comedy club program.



▲ *Data is an artificial being, but that doesn't seem to prevent him having an imagination. Like all other members of the crew, he has used the holodeck for everything from entertainment to education.*

WIDE RANGE OF ROLES



▲ Sherlock Holmes

Data's favorite holodeck program is based on **Sir Arthur Conan Doyle's** **Sherlock Holmes** novels.

► Understanding

When Data wants a better understanding of the concept of humor, he recreates a comedy club and famous comedians.

appreciate the emotions that drive human beings. Two roles that are favored by the android are **Prospero** from Shakespeare's **'The Tempest'** and **Henry V** in the play of the same name. Captain Picard is often present as an observer and advisor in Data's

Shakespearean explorations; the captain helps Data to a better understanding of the roles and, therefore, of human behavior.

Data's dramatic recreations on the holodeck have not only been confined to the works of

Shakespeare. He has also played the part of **Ebenezer Scrooge**, the main character of **Charles Dickens' 'A Christmas Carol'**, among others.

Recreation

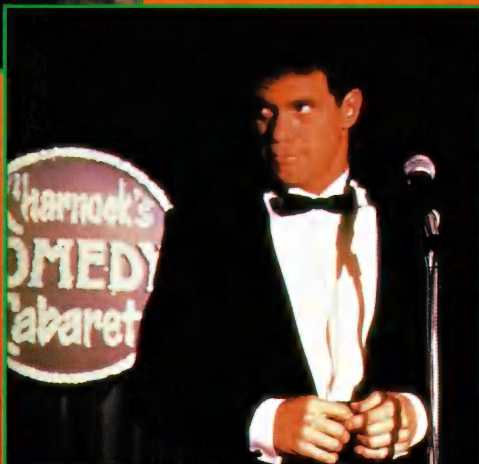
Data has also been known to use the holodeck for purely recreational purposes. One of his favorite holographic simulations is a recreation of the adventures of **Sir Arthur Conan Doyle's** literary sleuth, **Sherlock Holmes**. With Data in the role of **Holmes**, and **Chief Engineer Geordi La Forge** filling in for **Holmes' companion, Dr. Watson**, the two often set out to solve the mysteries of 19th century London.

But not all of Data's recreational outings on the holodeck have the adventurous characteristics of his **Sherlock Holmes** programs. Data's weekly poker game with the senior officers of the **Enterprise** leads him to create a holographic simulation of a poker game with three other players that can



▲ Psychoanalysis

When Data's dream-inducing program begins to give him nightmares, he consults a holodeck recreation of **Dr. Sigmund Freud**, the founder of psychoanalysis. The problem is later found to be due to an infestation of **interphasic parasites**.



Data and the Holodeck



▲ Data has used the holodeck to meet with some of history's greatest scientists, including Albert Einstein, Dr. Stephen Hawking, and Sir Isaac Newton.

match their wits against his superior intellect. The three holographic geniuses, Sir Isaac Newton, Albert Einstein, and Stephen Hawking, are considerable

▼ Data is often invited to take part in holodeck recreations used to celebrate special occasions.



opponents for Data, and provide him with intellectual stimulation as well as a good poker game.

The aspect of human behavior that gives Data

the most trouble is the concept of humor. In an effort to learn more about this complex behavior, Data uses the holodeck to simulate a recreation of a 20th century comedy club named **Charnock's Comedy Cabaret**. Here, he attempts to learn from a holographic stand-up comedian, but this ultimately proves to be of no use to his further understanding; Data soon realizes that the holographic



▲ The holodeck is the ideal environment in which Data can practice his budding acting talent.

audience only laugh because they are programmed to do so.

In 2370, Data begins experiencing nightmares, due to an unknown infestation of **interphasic parasites**. In order to understand these unsettling dreams, he uses the holodeck to recreate a simulation of the father of psychoanalysis, **Dr. Sigmund Freud**. Through Freud's dream analysis, Data eventually realizes that outside factors are causing his nightmares, and their influence is soon eradicated.

Learning new skills

Data's ability to assimilate data quickly makes the holodeck an ideal learning environment. When he is invited to the wedding of **Keiko Ishikawa** and **Miles O'Brien**, he is concerned that he may have to dance at the reception and asks Dr. Crusher to teach him how. Together, they use the holodeck simulation **Program Crusher 4**, a recreation of a dance studio, complete with holographic dance partners, to facilitate Data's dance education. He proves to be an able student, and quickly learns several advanced steps.

Whether Data's main aim is recreation, education or exploration, it seems that he is capable of getting as much pleasure out of the holodeck as any of his organic crewmates.



"We shall return to the holodeck, where I will dare it to defeat me."

— Data to Pulaski and La Forge

▼ Sometimes, the holodeck becomes a venue for missions rather than entertainment.

▶ Data wants to learn how to dance for Chief O'Brien's wedding. He can mimic Beverly Crusher's movements perfectly.



A FORUM FOR EXPERIENCE

Close to the real thing

Data has often used the holodeck to help him to learn new skills or to understand human concepts. When Dr. Pulaski doubts an android's ability to truly solve a mystery, Geordi suggests a holodeck program 'in the style of Sherlock Holmes'; if Data solves it, he will prove her wrong. Geordi further modifies the program to create an opponent who will really challenge Data. Unfortunately the ship's computer takes this command a little too seriously, and in fact creates a sentient character that is far more than just a holographic recreation of Professor Moriarty.

★ Brought to life

Professor Moriarty 'evolves' beyond his holographic program to become aware of his nature; he then tries to take control of the U.S.S. ENTERPRISE.

★ Challenge

Dr. Pulaski is convinced that Data's android mind will not be able to solve a mystery by any other means than memorizing the story from which it comes. She thinks that true deductive ability requires a more human touch.



Tom Paris's Loyalties

During his time on the *U.S.S. Voyager NCC-74656*, Tom Paris has matured into an exemplary and trusted officer in whose hands the safety of the ship and its entire crew often lies.

With his devil-may-care attitude and roguish charm, **Lieutenant Tom Paris** makes it easy to forget his ignominious personal history before becoming a member of the crew of the *U.S.S. Voyager NCC-74656*. Being flung 70,000 light years from Earth into the **Delta Quadrant** is perhaps the best thing that has ever happened to Paris; it immediately gives him the chance to form a close friendship with **Ensign Harry Kim**, to show bravery by saving **Chakotay's** life, and to earn the field commission of lieutenant from **Captain Janeway**. Taken together, these three events begin to prove that Tom can show

loyalty to someone other than himself.

When Captain Janeway first introduces herself to Paris at the **Federation Penal Settlement** in Auckland, New Zealand, he is anything but loyal. Forced to resign from **Starfleet** for lying following a deadly accident on **Caldik Prime** that was his fault, and subsequently imprisoned for his involvement in **Maquis** activities, Paris is a bitter, cynical mercenary willing to fight for anyone who will pay his bar bills.

Out for himself

Tom's first question to Janeway is typical of his narrow thinking – "What's in it for me?" – but he is prepared to help the captain track down his former Maquis colleagues,

PROFILE ON A REFORMED MAN

NAME: Thomas Eugene Paris

RANK: Awarded field commission of lieutenant by Captain Janeway

STATUS: Conn officer, *U.S.S. Voyager NCC-74656*

BEST FRIENDS: Harry Kim, B'Elanna Torres

REMARKS: For much of his life, Tom is a selfish young man who shows no loyalty to anyone but himself. But when he begins to earn respect aboard the *U.S.S. Voyager*, he soon repays Janeway's confidence.



▲ Tom Paris has a lot to offer, but the mistakes he made in his youth threatened to ruin his life. The second chance offered by Captain Kathryn Janeway has allowed Tom to prove his worth to his new crewmates and, most importantly, to himself.

BUILDING LOYALTY



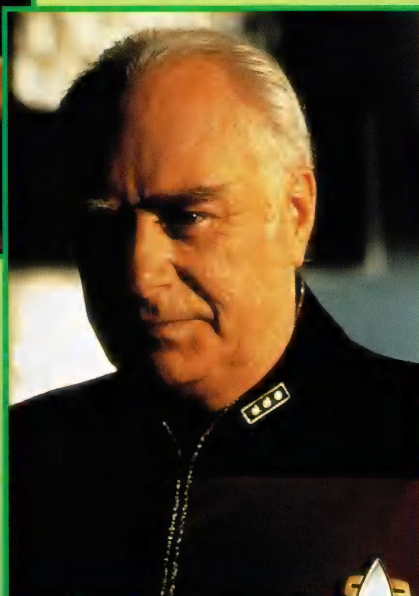
★ Taking a chance

When Tom first hears Captain Janeway's offer, he thinks only about what is in it for him. His loyalty to others takes a while to develop.



★ Harry's protector

Tom steps in to save Harry from being cheated by Quark, even though they have only just met.



★ Trusted position

Tom's respect for Janeway builds as he carves out a place for himself on the *U.S.S. VOYAGER* as a valued conn officer.

★ Authoritarian father

Tom's inability to live up to the standards set by his father, Admiral Paris, once led him to simply give up in many situations.



Tom Paris's Loyalties



whose ship has disappeared in the **Badlands**; he had no real loyalty to the Maquis, nor to their cause, but was simply looking for a fight. In return for joining *Voyager* and helping Starfleet, he gets an early release from prison. Paris, who enjoys treating life as a game with winners and losers, is being offered a situation in which he can only win.

Growing friendships

However, even before *Voyager* is swept to the furthest reaches of the Galaxy, Paris shows signs that he is capable of thinking about other people. He helps to protect the naive **Ensign Harry Kim** from the enterprising merchant **Quark**, who tries to sell him overpriced **Lobi crystals** while Kim and Paris are waiting to board *Voyager* at **Deep Space Nine**. It is the beginning of a long friendship between the two men.

After *Voyager* is swept into the Delta Quadrant, Tom shows great bravery on the **Ocampan** homeworld. At significant risk to himself, he saves Chakotay's life, an action that goes a long way to proving to Chakotay that Tom should not be judged by the lack of loyalty he showed during his Maquis days.

For his heroic actions, Paris

"Mr. Chakotay said something about his life belonging to you. He'll be taking responsibility for your safety."

— Captain Janeway to Lt. Paris

★ Taking sides

Paris joins the Maquis rebels in his recreational exploration of the 'Insurrection Alpha' holodeck program, but only to see what the effect will be.



receives the field commission of lieutenant from Captain Janeway.

It is the first time for some while that anyone in Starfleet has shown faith in Paris, and he responds by beaming proudly at her, unsure what to say.

Janeway's faith in him means a lot to Tom, and few people would question that, in a crisis, he would remain loyal to the captain and her ideals. In the **'Insurrection Alpha'** holodeck program developed by security chief **Tuvok** to help prepare for the possibility of a Maquis mutiny, Tuvok had little doubt that Tom would side with Janeway and Starfleet.

Tom's loyalty to Harry Kim is exemplified when the two are wrongly sentenced to the **Chute Penal Colony**, a harsh and primitive **Akritirian** prison. Paris looks out for Kim, protecting him from other prisoners and ultimately saving his life. And when Kim's shuttlecraft accidentally intersects an alien timestream that lands him

in an alternate reality on Earth, Paris's alternate dimensional counterpart gives his life to help Kim steal a ship in order to fly back into the timestream and recreate the conditions of the accident.

Ladies' man

Tom likes to give the impression of being a ladies' man, but it would appear that he is always motivated by concern for his friends. Although attracted to **Kes**, he refrains from making a move

★ Loyal to the captain

In Tuvok's original scenario for his program 'Insurrection Alpha', he assumes that Paris will remain loyal to Captain Janeway and the Starfleet crew.

on her while she is in a relationship with **Neelix**, considering such an action to be disloyal to both. And he shows deep loyalty to his chosen partner; in an alternate future experienced by Kes, in which she and Tom are married, he continues to love and care for her even when, due to her short Ocampan lifespan, she is old and sick while he is still young. And so far, it would seem that his relationship with B'Elanna Torres has stopped him from showing an interest in any other woman.

Team spirit

Ultimately, Tom Paris is far from perfect. He can still, at times, be egotistical. But his goals in life are far from selfish; his loyalties stem from the knowledge that he shares the important purpose of finding a way to get *Voyager* and its crew home, and that the best way to achieve this is to work in loyal harmony with his crewmates.

★ Looking out

When Harry Kim arrives in an Akritirian prison, Tom has been there for some time. He quickly 'claims' his friend to protect him from the other prisoners.



★ Useful alliance

Every aspect of the Akritirian prison is set up to prevent inmates from forming alliances. However, Tom's friendship for Harry is strong enough to overcome this.

A LIFE WITHOUT VOYAGER

Different path

The positive impact that Captain Janeway and the **U.S.S. Voyager** have had on Tom's life can be best demonstrated by the difference between the Tom we know and an alternate reality counterpart encountered by Harry Kim. Serving on *Voyager* as part of a stranded Starfleet crew who rely on one another for survival, Tom has learned to think of others as well as himself, and in turn he has been rewarded by the support and faith of his crewmates. The alternate reality Tom, who never accepted Janeway's offer, is a directionless drifter with no loyalty to anyone. He has few friends, and even fewer prospects.



★ No future

Without the U.S.S. VOYAGER and Captain Janeway's faith in him, an alternate reality Tom Paris cares little for anybody, including himself.

Starfleet Uniforms: 2350's to 2365

Starfleet's latest uniform design returns to color schemes last used in the 2260's, providing two basic unisex designs that follow a standard theme comprising primary colors and black.

The new design of **Starfleet** uniform introduced during the early 2350's returns to the basic color scheme based on red, gold and blue last used during the 2260's. Like the uniforms of that era, the 2350's version allocates a certain color to each of the three main duty designations, allowing a crew member's department to be identified at a glance. Command officers are designated by red shirts; engineering and security officers wear gold; and a blue shirt indicates medical, science, and social functions such as ship's counselor or the schoolteacher for the children of the crew.

Two designs

The standard duty uniforms of this era come in two basic designs. There is an all-in-one body suit with full length trousers and long sleeves, and a short-sleeved tunic version worn over bare legs. Either design can be worn by male or female officers; the only difference between the sexes is that females tend to wear calf-length boots with the tunic version, while males wear ankle boots.

The tunic version is black with a broad stripe of the departmental color down the center of the design. The all-in-one version is also predominantly black, with a thick band of the

department-specific color wrapping around the torso and the sleeves beneath a black yoke. The neck of both versions has no separate collar, but is embellished by a band of thin braiding in the departmental color; a second band of braiding sits slightly below this. In between the two bands of braid, the crew member's rank is designated by a line of small, circular pips. Officers' ranks are indicated by one gold pip for an ensign, rising to four gold pips for a captain. The delta symbol badge of Starfleet is still worn on the left breast, but this is now a communicator badge as well as a Starfleet emblem.

During this period, **Starfleet Academy** cadets and instructors at facilities such as the one on **Relva VII** have uniforms that are the same as



◀ This version of the uniform consisted of a collarless shirt with braiding above and below the rank pips. Later versions added a stand-up collar.

▶ The 2360's Starfleet duty uniforms go back to the three basic color schemes of red, gold and blue that were last used a century earlier.



DUTY UNIFORM [RED]
COMMAND

As worn by **Captain Picard**.



DUTY UNIFORM [GOLD]
ENGINEERING AND SECURITY

As worn by **Lt. Yar**.



DUTY UNIFORM [BLUE]
MEDICAL AND SCIENCE

As worn by **Dr. Selar**.



MEDICAL OVERSHIRT
CHIEF MEDICAL OFFICER

As worn by **Dr. Crusher**.

Starfleet Uniforms: 2350's to 2365

those of crew members serving aboard starships.

Most members of a starship crew wear the standard uniform whenever they are on duty, but there are exceptions. The uniforms worn by medical staff sometimes feature a blue jacket worn with the standard uniform, or a variant short

tunic over black trousers. Crew members holding specific jobs, such as that of ship's counselor where the personality of the officer is an important factor in his or her duties, may be allowed to wear more individual outfits at the captain's discretion. Some captains, such as **Captain**

Jean-Luc Picard, are fairly liberal with this rule while others, such as **Captain Edward Jellico**, insist on standard dress at all times.

Admirals and dress uniform

Other forms of Starfleet uniform are also modernized at this time in keeping with the new duty

uniforms. There are two variants of admirals' uniforms: a short red tunic over black trousers and a red jacket with a black diagonal sash, also over black trousers. Both versions feature heavy gold braiding, as do the dress uniforms of this period, which feature a long tunic over black trousers.



MEDICAL TUNIC
ALTERNATE MEDICAL UNIFORM
As worn by **Dr. Pulaski**.



DUTY UNIFORM
ALTERNATE VERSION: FEMALE
As worn by **female crew members**.



DUTY UNIFORM
ALTERNATE VERSION: MALE
As worn by **male crew members**.



ACTING ENSIGN
DUTY UNIFORM
As worn by **Wesley Crusher**.



DUTY COVERALLS
TAN JUMPSUIT
As worn by **technicians**.



DRESS UNIFORM
DRESS TUNIC OVER BLACK TROUSERS
As worn by **Captain Picard**.



ADMIRAL'S UNIFORM
ALL-IN-ONE VERSION
As worn by **Admiral Jameson**.



ADMIRAL'S UNIFORM
TUNIC VERSION
As worn by **Admiral Gromek**.



'Reunion'

K'mpec, the Klingon leader, is dying, and his final wish is that Captain Jean-Luc Picard mediates the contest that will determine his successor. Once again, Picard will come face to face with Duras, the Klingon who framed Worf's father for the betrayal at Khitomer.

CAPTAIN'S LOG
STARDATE 44246.3

"We are investigating radiation anomalies reported in the Gamma Arigulon System by the STARSHIP LASALLE. Preliminary readings are inconclusive."

A Klingon Attack Cruiser decloaks in the Gamma Arigulon system and hails the U.S.S. Enterprise NCC-1701-D; Captain Picard is greeted by Ambassador K'Ehleyr, Worf's half-human former lover. She asks permission to beam over in order to discuss an urgent matter. Picard readily agrees, but Worf is more reluctant to welcome her onto the ship.

K'Ehleyr beams aboard, accompanied by a child, her son Alexander. Worf arrives in the transporter room, and soon learns from K'Ehleyr that he is the boy's father.

K'Ehleyr also has shocking news for Picard; the Klingons may be heading for a civil war. Two factions, led by Gowron and Duras, are trying to gain control of the Empire. Only K'mpec, head of the Klingon High Council, has been able to maintain peace between them. Now K'mpec is dying; he is aboard the Klingon vessel, and wants Picard to speak with him.

K'mpec's last request

The captain is escorted onto the Attack Cruiser and visits K'mpec in his quarters. The visibly ailing warrior reveals that, for months now, an unknown enemy has been poisoning him with small quantities of Veridium Six. There is no known cure. K'mpec wants Picard to act in his name after his death and arbitrate the struggle for his leadership, as no one on the Klingon High Council can be trusted to act objectively.

Picard feels that a Federation officer has no business meddling in Klingon affairs, but K'mpec brushes aside his objections. This dispute is no different from countless others Picard has successfully mediated. If Picard refuses the Klingon Supreme Commander's last request, it will be seen as an insult.

By tradition, the two strongest contenders for Klingon leadership – in this case Gowron and Duras – have to fight for the right of succession. The captain knows Duras; he tried to have Picard killed, and framed Worf's father for the treachery of his own father, leading to Worf's unjust discommendation. Shortly after this meeting, K'mpec dies.

Back on the Enterprise, Worf attempts to learn more about his newly discovered son. He visits Alexander in the Enterprise's playroom, but does not acknowledge the boy as his own child; a son of his would

ON SCREEN...



1 K'Ehleyr contacts the U.S.S. ENTERPRISE and beams aboard with an unexpected companion: Alexander, her young son. Unknown to Worf, he had fathered the child when he and K'Ehleyr were reunited during the T'ONG crisis. An earlier romance between them ended in 2359.



2 K'Ehleyr informs Captain Picard that K'mpec, the leader of the Klingon High Council, is dying. She fears that the factions vying to succeed him may cause a civil war.



3 Picard visits K'mpec in his quarters. The Klingon leader wants Picard to act as his Arbiter of Succession. If Picard refuses, the Klingons will see it as an insult.



4 Worf does not want Alexander to know that he is the son of a dishonored Klingon. He is appalled, however, that Alexander knows nothing of Klingon ways.



5 Duras and Gowron, rivals for K'mpec's position, arrive in separate ships. One of these is almost certainly K'mpec's poisoner, and Picard has to discover the culprit.



6 K'mpec eventually dies. In keeping with Klingon tradition, Picard, Gowron, and Duras ensure that he is really dead by using painstiks on the body.





'Reunion'

bear the disgrace of his discommendation, as would subsequent generations.

Commander Riker calls Worf and K'Ehleyr to the bridge; ships belonging to Duras and Gowron have arrived. Picard lets them both know that the leadership ceremony will begin in one hour, aboard K'mpec's ship. The captain then meets with Worf in private.

Picard tells Worf that K'mpec was poisoned by either Gowron or Duras. Worf responds that Gowron is an outsider, who has questioned decisions made by the High Council. However, he knows Duras is a traitor; his father betrayed the Klingon people to the **Romulans** at Khitomer. Picard replies that although Klingon tradition may hold a son responsible for his father's sins, he cannot follow that view.

Murderous plots

As Picard begins the opening ceremony of **Qab jIH nagil** aboard K'mpec's vessel, an explosive device is detonated, killing two Klingons. K'Ehleyr gives Picard time to investigate this incident by drawing his attention to the **ja'chuq**, a long, involved ceremony in which the leadership candidates have to list their past triumphs. Picard thanks her for this useful delaying tactic, but then refuses to be drawn on the subject of Worf's discommendation. K'Ehleyr eventually interlinks *Enterprise* logs with the **Klingon Imperial Information Net** to learn the truth about Duras's father.

Data and **La Forge** let Riker know that the explosion on K'mpec's ship was caused by a **triceron derivative**, a weapon normally associated only with the Romulans.

Picard begins to record the achievements of Duras and Gowron, leading to the final stages of the ja'chuq. The two contenders deny any involvement with the Romulans. However, after studying the lacerations and tissue damage on the two Klingon corpses, **Dr. Crusher** concludes that the Romulan bomb had been implanted in the forearm of the dead warrior associated with Duras.

A horrified Worf discovers that Duras has brutally killed K'Ehleyr after discovering that she was investigating his father. Picking up the **bat'leth** that has been in his family for generations, Worf transports himself onto Duras's ship and challenges Duras to a duel, claiming the right of vengeance for the death of his mate. Riker leads an away team, intent on rescuing Worf; they arrive to witness their colleague kill Duras.

Later, on the *Enterprise*, Picard tells Worf that Gowron will succeed K'mpec, and that the Klingon High Council consider the case of Duras's death to be closed. Picard does not feel this way; he suggests to Worf that he should resign if he finds that the

demands of his culture conflict with his duty to **Starfleet**. Worf declines to quit, and Picard settles for placing a reprimand on his record. He then urges Worf to reveal the truth about his father's dishonor. However, as many in the Klingon High Command shared in Duras's Romulan collaboration,

Worf is not keen for the truth to emerge yet.

Worf then goes to visit Alexander, and finally admits he is the boy's father. But Worf feels unable to provide a home for the boy on the *Enterprise*, and tells his son that Worf's own human foster parents will collect him at **Starbase 73**.

ON SCREEN...



7 K'Ehleyr instructs Picard on the details of the Klingon Rite of Succession. The complicated ritual should give them time to flush out K'mpec's murderer.



8 Gowron approaches K'Ehleyr with the offer of a chair on the Council if she will convince Picard to speed up the long process of the ja'chuq.



9 The explosion on K'mpec's ship is found to have been caused by a small Romulan bomb embedded in the arm of a Klingon warrior loyal to Duras.



10 K'Ehleyr is murdered by Duras. As befits a Klingon warrior, Worf beams aboard Duras's ship and challenges him to a duel to the death.



11 An away team from the U.S.S. *ENTERPRISE* are sent to retrieve Worf, but they arrive as he delivers Duras a fatal blow. Captain Picard is displeased.



12 Back aboard the *ENTERPRISE*, Worf finally admits that he is Alexander's father. For the time being, the boy will live with Worf's human foster parents.

STARSHIP FACTS

A K'mpec rules the Klingon Empire for longer than any other single leader.

A At this time, the crew of the U.S.S. *Enterprise* contains representatives of 13 planets.



FILE 70 STAR TREK: DEEP SPACE NINE

'The Adversary'

The Federation risks war with the Tzenkethi when false information, planted by the Dominion, sends the *U.S.S. Defiant* on an offensive mission. On the way, a Changeling impostor aboard the ship ensures that there is no turning back for the newly-promoted Captain Sisko.

COMMANDER'S LOG

STARDATE 48959.1

"It is with mixed emotions that I record this, my final commander's log. The last three years have been the most demanding and rewarding of my career. I can only hope that the future will hold even greater challenges."

At an informal gathering of *Deep Space Nine*'s senior staff, **Jake Sisko** presents his father with a newly awarded captain's pip. **Ambassador Krajensky** congratulates Sisko on his promotion, but then admits that there is a more urgent reason for his visit to the station: **Federation** intelligence indicates there has been a coup d'état on **Tzenketh**. Although it is too early to tell who is now in control, the Tzenkethi need to be reminded that the Federation colonies near their border are under **Starfleet** protection. The *U.S.S. Defiant NX-74205* is to leave for the Tzenkethi border in two days; the ambassador will be aboard as an observer.

Once **Chief O'Brien** has completed a thorough systems check, the *Defiant* departs. As the chief continues to work in one of the ship's **Jefferies tubes**, he is suddenly overwhelmed by the feeling that someone is close by. He calls out, but gets no response. Crawling along a conduit, O'Brien nearly collides with **Dr. Bashir**. The doctor claims to have been connecting his new diagnostic console to the medical bay's power grid.

Sabotage discovered

With the *Defiant* now only 12 hours away from the Tzenkethi border, **Odo** picks up a distress signal from the Federation outpost on **Barisa Prime**. The message tells of heavy fire from Tzenkethi warships, then fades away. Odo is unable to reestablish contact, and cannot transmit this information to **Starfleet** command; there seems to be a power fluctuation in the comm system.

Dax and O'Brien check the transceiver assembly. They discover a strange network of glowing coils; when the chief attempts to detach them he is attacked by a protective forcefield, and the coils are soon found all over the ship. There is a saboteur aboard.

Dax devises a plan to flush out the saboteur. Whoever planted coils in the warp plasma conduit would have been exposed to trace amounts of **tetryon** particles; these will still be detectable on the guilty party.

Dax begins testing the crew. Sisko is clean, so is **Major Kira**, and so is Dr. Bashir, although when O'Brien mentions their meeting in the tube, Bashir denies all knowledge of it. Dax then scans Krajensky, but before she can announce the results, the

ON SCREEN...



1 Benjamin Sisko has been promoted to captain. At an informal ceremony aboard *DEEP SPACE NINE*, Jake presents his father with his new, fourth pip.



2 Ambassador Krajensky admits the real reason for his visit to the station: the *U.S.S. DEFiant* is to travel to the Tzenkethi border to prevent a possible war.



3 While working in a Jefferies tube aboard the *DEFiant*, O'Brien is overwhelmed by a feeling that someone is close by, but no one replies when he calls out.



4 The *DEFiant* picks up an audio-only Priority One distress call from a Federation colony that claims to be under attack from Tzenkethi warships.



5 Dax and O'Brien find mysterious glowing coils that have been planted all over the ship. Each coil is protected by forcefields and cannot be removed.



6 The crew are scanned for traces of tetryon particles to which anyone planting a coil in the warp plasma conduit would have been exposed.





'The Adversary'

ambassador metamorphoses into a gelatinous state and disappears through the ceiling. He is a Changeling impostor.

Sisko decides to immediately abort the mission to Tzenketh, but the *Defiant* cannot be brought out of warp; the ship is no longer under the crew's control. The captain believes the Dominion is hoping to start a war between the Federation and the Tzenkethi. The transmission from Barisa Prime could have been faked, using the device implanted in the communications relay. In fact, the whole mission could have been engineered by the Dominion; Krajensky may well have been replaced by the Changeling before they even left the station. If Sisko and his crew are unable to stop the *Defiant* before it reaches the border, they may end up starting a war rather than preventing one. And any conflict between the Tzenkethi and the Federation would destabilize the **Alpha Quadrant**, making it easier for the Dominion to move in.

Changeling cornered

Sisko decides to narrow the Changeling's options by confining all non-essential personnel to their quarters; the remaining crew must stay in pairs. Unfortunately, the commencement of a security sweep briefly separates certain crew members from one another. Odo suggests blood tests, as a Changeling's 'blood' reverts to its gelatinous state once it is removed from the body.

Bashir conducts the tests. Neither Kira nor her partner prove to be the Changeling, but when the doctor tests **Lt. Commander Eddington** his sample swiftly solidifies. Although Eddington protests his innocence, he is escorted to the holding cells ... where Sisko and Odo discover that the real Bashir has been imprisoned there. Once revealed, the Changeling makes another rapid escape; Odo pursues the impostor.

Sisko believes he has no option but to begin the autodestruct sequence. With less than 10 minutes remaining, O'Brien and his assistant continue to work on a way of breaking the coil forcefields. Odo joins them in the engine room, explaining that he lost the Changeling in one of the conduits. He is rapidly followed by another Constable, who also claims to be the real Odo. O'Brien declines to play "choose the Changeling", and carries on with his work.

The chief breaks through the forcefields, but unfortunately in doing so he sets off a warp core breach. The real Odo begins to wrestle with his fellow Changeling, forcing him onto the warp core. As the Changeling reverts to his gelatinous state he whispers something in Odo's ear, then crumbles into

dust. Odo has become the first Changeling ever to kill another of his race.

O'Brien restores control to the helm, and Sisko halts the autodestruct sequence. The *Defiant* moves away from the Tzenkethi border and sets a new course for *Deep Space Nine*.

Back at the station, Sisko convenes a meeting of his senior staff. He has learned that Starfleet Intelligence believes the real Krajensky has either been kidnapped or killed; there was no coup on Tzenketh. Odo then reveals the Changeling's dying words: "You're too late. We are everywhere."

ON SCREEN...



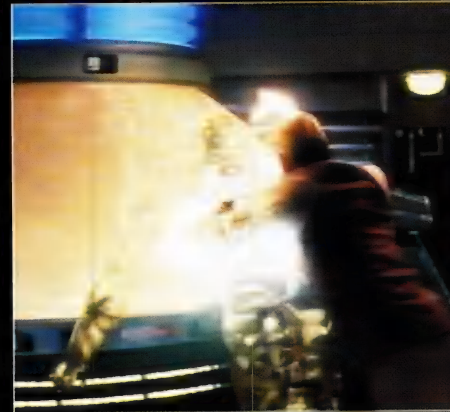
7 Ambassador Krajensky is revealed as the Changeling. Before the U.S.S. *DEFIANT* crew can take action, he makes his escape through the ceiling.



8 The mission to Tzenkethi space is almost certainly a false one, and should be abandoned as soon as possible, but the ship cannot leave warp.



9 Tests seem to reveal that Eddington is the Changeling, but when he is taken to the cells the real Dr. Bashir is discovered there. The Bashir who carried out the blood tests was the Changeling.



10 The Changeling has taken on the form of Odo, and the rest of the crew do not know which Odo is the real one. But the Constable manages to wrestle the impostor onto the warp core.



11 The Changeling is mortally wounded. As he lies dying, he manages to whisper some last words to Odo before his body crumbles to dust.



12 Back at *DEEP SPACE NINE*, Odo reveals the Changeling's dying words at a meeting of the senior staff. The Dominion threat is far from over.

STARSHIP FACTS

A The Federation has been at war with the Tzenkethi before. Captain Sisko fought in the war while serving aboard the *U.S.S. Okinawa*.

E continued

Excalbians

These are highly intelligent and inquisitive geomineral shapeshifters native to **Excalbia**. They have often detained various individuals for the purpose of examination, including, in 2269, the **Starfleet** officers **James T. Kirk** and **Mr. Spock**. (*Starship Log*: 'The Savage Curtain' [TOS]) **SEE FILES 18, 68**

Excalibur NCC-1664, U.S.S.

Constitution-class Federation starship. In 2268, the entire crew of the *Excalibur* were killed, and the ship itself gravely damaged, during a military exercise involving the **M-5 computer**. (*Starship Log*: 'The Ultimate Computer' [TOS]) **SEE FILES 31, 68**

Excalibur NCC-26517, U.S.S.

Ambassador-class Federation starship. This vessel, under the command of **Commander William Riker**, saw service in **Captain Picard**'s blockade between the **Duras** forces and their **Romulan** suppliers during the **Klingon Civil War**. (*Starship Log*: 'Redemption', Part II [TNG]) **SEE FILES 31, 43, 69**

exceiver

An appliance used by **Gary Seven** during his mission to save Earth's civilization. (*Starship Log*: 'Assignment: Earth' [TOS]) **SEE FILES 44, 66, 68**

Excelsior, U.S.S.

Federation starship, registry number **NX-2000**. It was first launched in 2284 in an experimental capacity during the **transwarp** project, but was subsequently refitted with standard warp drive. Reregistered **NCC-2000**, it was the inaugural model of the **Excelsior** class and has since served with distinction in numerous missions. (*Starship Log*: 'Interface' [TNG]; 'Flashback' [VOY]; *Star Trek III: The Search for Spock*; *Star Trek VI: The Undiscovered Country*) **SEE FILES 31, 69, 71, 74, 77**



Many of the most famous missions of the **U.S.S. EXCELSIOR NCC-2000** were undertaken with **Captain Hikaru Sulu** at the helm. Perhaps the ship's most important, and most famous, role was in helping to prevent the disruption of the groundbreaking 2293 peace conference with the **Klingons** at **Khitomer**.



The **Excalbians** recreated historical figures, including **Surak of Vulcan** and **Kahless the Unforgettable**, in an effort to explore good and evil.

Excelsior class

Category of **Federation** starship, launched in 2285 and still in active service well into the 2370s. Modified from the experimental **transwarp U.S.S. Excelsior NX-2000** and refitted with a standard warp drive, this design is more than 150 meters longer than the previous **Constitution** class. Noted **Excelsior** class ships include the **U.S.S. Hood NCC-42296**, **U.S.S. Repulse NCC-2544**, **U.S.S. Intrepid NCC-38907**, **U.S.S. Gorkon NCC-40512**, and **U.S.S. Enterprise NCC-1701-B**. **SEE FILES 3, 31, 69, 70, 71, 74, 77**

execution device

A guillotine-like apparatus with a heavy crystalline blade, created by '**Fear**' – incarnated as a clown – in a virtual town square existing in the shared unconscious minds of **Kohl** settlers in artificial hibernation. The device actually killed by causing heart attacks in its sleeping victims. (*Starship Log*: 'The Thaw' [VOY]) **SEE FILES 18, 71**

Exeter NCC-1672, U.S.S.

Constitution-class Federation starship, **NCC-1672**. The **U.S.S. Enterprise NCC-1701** encountered this derelict ship near **Omega IV** in 2268; its crew had been wiped out by a bacteriological pathogen. *Exeter* captain **Ronald Tracey**, however, was discovered alive on the planet. (*Starship Log*: 'The Omega Glory' [TOS]) **SEE FILES 31, 68**

Exeter NCC-26531, U.S.S.

Ambassador-class Federation starship. **Lieutenant Tom Paris** served aboard the vessel prior to joining the **Maquis**; the *Exeter* was also part of the **Ninth Fleet** that battled the **Dominion** for control of **Deep Space Nine**. (*Starship Log*: 'You Are Cordially Invited ...' [DS9]; 'Non Sequitur' [VOY]) **SEE FILES 31, 43, 70, 71**

Exo III

Planet orbiting the dying star **Exo**. Some 500,000 years ago, its sophisticated humanoid civilization was forced to adopt a subterranean existence due to deteriorating conditions on the planet surface. They became dependent upon automatons that eventually rebelled, exterminating their creators. **Dr. Roger Korby**'s archeological expedition vanished here in 2262. (*Starship Log*: 'What Are Little Girls Made Of?' [TOS]) **SEE FILES 18, 43, 55, 68**

exobiology

The science of non-terrestrial life and living organisms. An important academic discipline at **Starfleet Academy** for graduates interested in exploring new worlds and seeking new life forms. (*Starship Log*: 'Encounter at Farpoint', Part I [TNG]) **SEE FILES 19, 69**

Excalbians

Excalibur NCC-1664, U.S.S.

Excalibur NCC-26517, U.S.S.

exceiver

Excelsior, U.S.S.

Excelsior class

execution device

Exeter NCC-1672, U.S.S.

Exeter NCC-26531, U.S.S.

Exo III

exobiology

exochemistry

exocomp

exocranial ridges

exopsychology

exoscalpel

Exosia

exothermal inversion

'Expand or die'

'Exploitation begins at home'

Expressionism

extrasensory perception

Eye of the Universe

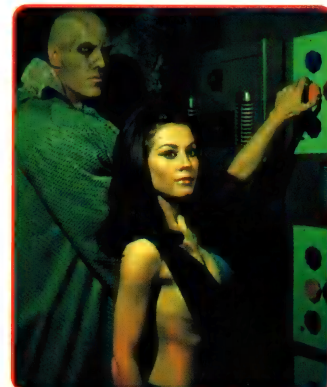
eyes in the dark

eyes-only

Eymorg



Crew members from the **U.S.S. VOYAGER** once found themselves trapped in a bizarre execution device.



Only androids remain on **Exo III**; the humanoid population is long dead.



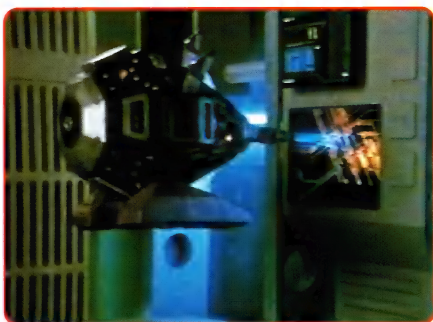
exochemistry

A requisite course of study at **Starfleet Academy**, possibly concerning the composition, structure, properties, and reactions of preternatural matter and molecular systems. (*Starship Log*: 'Time's Arrow', Part I [TNG]) **SEE FILES 19, 69**

exocomp

Sophisticated mechanical device, featuring automated self-regulating feedback and implement replication systems, integrated with data comprehension and discernment faculties. Developed by **Dr. Farallon**, exocomps were eventually established as sentient life forms.

(*Starship Log*: 'The Quality of Life' [TNG]) **SEE FILES 66, 69**



▶ **The exocomps were developed to be used in dangerous situations where living beings would be put at risk, but they themselves developed a sense of danger and self-preservation.**

exocranial ridges

The elongated protuberances found on **Ktarian** skulls. In 2372, the exocranial ridges of the **U.S.S. Voyager's** **Ensign Wildman's** baby lodged in her uterine wall during delivery, a rare complication of human-Ktarian pregnancies. (*Starship Log*: 'Deadlock' [VOY])

SEE FILES 18, 43, 71



▶ **Ensign Wildman's daughter inherited her Ktarian father's exocranial ridges, which caused problems during her birth.**

exopsychology

A specialized discipline of medical science. An exopsychologist was on the **Federation** team dispatched to **Starbase 201** to study the **Jem'Hadar** youth found on **Deep Space Nine** in 2371. (*Starship Log*: 'The Abandoned' [DS9]) **SEE FILES 16, 70**

exoscalpel

Medical and anatomical tool. A sharp-edged metal blade used to slice open the skin and organs during surgery, autopsy and dissection. (*Starship Log*: 'Ethics' [TNG]) **SEE FILES 65, 69**

Exosia

A location, possibly a **subspace** layer, which **Tanis** claimed was a place of pure thought and energy. He told **Kes** about Exosia while trying to convince her to leave the **U.S.S. Voyager** and join **Suspiria** in 2372. (*Starship Log*: 'Cold Fire' [VOY]) **SEE FILE 71**

exothermal inversion

The spontaneous release of heat into a planetary environment in response to energy combustion, with the potential to cause severe atmospheric damage. (*Starship Log*: 'A Matter of Time' [TNG]) **SEE FILE 69**

'Expand or die'

The **95th Rule of Acquisition** in **Ferengi** culture. (*Starship Log*: 'False Profits' [VOY]) **SEE FILES 14, 71**

'Exploitation begins at home'

A **Ferengi Rule of Acquisition** quoted by **Arridor**, posing as a **Great Sage** of **Takar**. The

U.S.S. Voyager NCC-74656 forced him and **Kol** to leave the planet in 2373. (*Starship Log*: 'False Profits' [VOY]) **SEE FILES 14, 71**

Expressionism

Broad movement in the human arts emphasizing the subjective feelings and emotions of the artist-creator, first developed during Earth's late 19th century. Expressionist works are frequently exaggerated, distorted, or otherwise altered, as was a picture **Data** painted and gave to **Worf** in 2370. (*Starship Log*: 'Parallels' [TNG]) **SEE FILES 55, 69**

extrasensory perception

Often abbreviated as **ESP**, the term encompasses the ability of an individual to communicate and perceive, and to manipulate objects, using psychic or extrasensory faculties. Observed in **Gary Mitchell** in 2266.

(*Starship Log*: 'Where No Man Has Gone Before' [TOS]) **SEE FILES 43, 68**



▶ **Traveling through the Galactic Barrier had a dangerous effect on Gary Mitchell's latent ESP.**

Eye of the Universe

The **Skrreean** name for the **Bajoran** wormhole. According to their sacred texts, the **Eye of the Universe** will lead the Skrreea to their legendary home, a planet called **Kentanna**. (*Starship Log*: 'Sanctuary' [DS9]) **SEE FILES 18, 70**

eyes in the dark

An extrasensory message received by **Deanna Troi** in 2367. The communication, originating from an unknown alien intelligence trapped in a **Tyken's Rift** with the **U.S.S. Enterprise NCC-1701-D**, ultimately aided in the ship's release.

(*Starship Log*: 'Night Terrors' [TNG]) **SEE FILES 58, 69**



▶ **Andrus Hagen was the only survivor of the sleep deprivation suffered by the U.S.S. BRATTAIN. Luckily, the U.S.S. ENTERPRISE was spared the same fate.**

eyes-only

Designation for secure information and communications, denoting that it is to be read by the recipient only and not shared or discussed. Messages from **Starfleet Command** to its officers are often graded 'eyes-only'. (*Starship Log*: 'You Are Cordially Invited ...' [DS9]) **SEE FILES 19, 70**

Eymorg

Female humanoids, living underground on **Sigma Draconis VI**, who abducted **Spock's** brain for use in their **Controller** computer in 2268. The Eymorgs were later convinced to coexist with the male **Morgs** of the planet's surface. (*Starship Log*: 'Spock's Brain' [TOS]) **SEE FILES 18, 40, 68**



▶ **The female Eymorgs lived beneath the surface of their world.**



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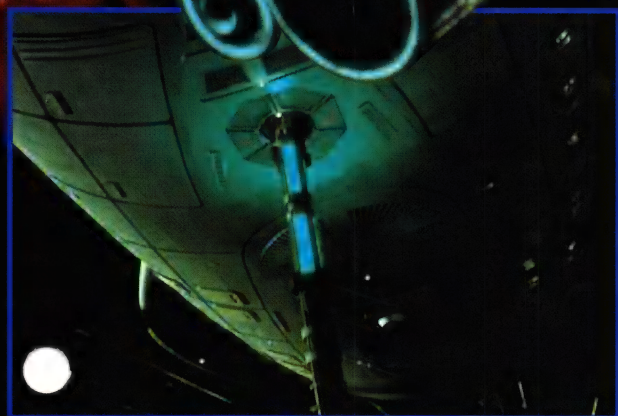
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James T. Kirk: A Captain Again
From training cadets to life in the Nexus

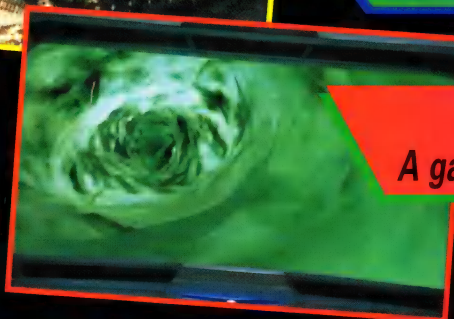
Romulan Senator Pardek
Betraying the Romulan underground

The *EXO III* Android Maker
Creating perfect android duplicates

The *Micro-Wormhole*
A gateway to the Alpha Quadrant?



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Saving the ship from a core breach



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CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3 CARD 3KK

ALPHA QUADRANT

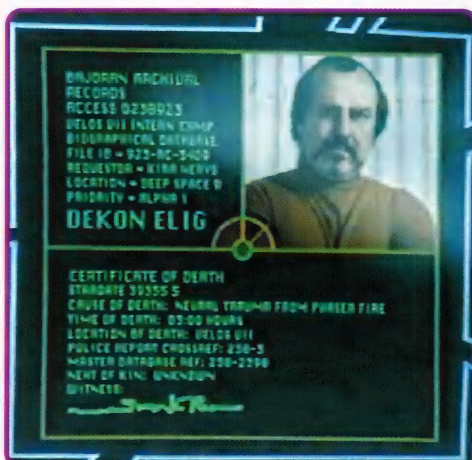


CHARTING
THE GALAXY

VELOX VII

CLASS-M PLANET

Velos VII is home to the now defunct **Cardassian-run Velox VII Internment Camp**, where many **Bajorans** were held during the occupation. Underground member and genetic scientist **Dekon Elig** is killed on the planet in 2360 while attempting an escape. Elig perfected an aphasia virus that was intended for the Cardassians manning **Terok Nor**, but the virus is not released until 2369, when **Deep Space Nine** is under Bajoran/Federation administration.



Dekon Elig was a member of the Bajoran underground who was captured during the Cardassian occupation and sent to the internment camp on Velox VII. He was killed trying to escape.

VENTAX II

CLASS-M PLANET

Class-M world which is home to a humanoid species living in spacious cities containing pyramid-style architecture. This advanced but superstitious civilization falls prey to an old myth dating back to 1367; this describes how their troubled world was saved by a demonic figure, **Ardra**, who promised to return in a thousand years to enslave the population. **Ventax II** was suffering from overpopulation, wars and environmental damage at the time, but subsequently entered a period of peace and prosperity. In 2367, which is the time when Ardra is supposed to return, mass hysteria is generated when strange things begin to occur on the planet, and a **Federation** anthropologist, **Dr. Howard Clark**, sends out an alert when seismic tremors and planetary disturbances send the inhabitants into a frenzy. Soon afterward, a person claiming to be Ardra returns to claim the planet and its inhabitants. However, crew from the **U.S.S. Enterprise NCC-1701-D** prove that Ardra is really a charlatan preying on the **Ventaxians'** deep rooted fears.

VELOZ PRIME

CLASS-M PLANET

Located in the **Demilitarized Zone**, this former **Federation** colony planet is ceded to the **Cardassians** in the Federation-Cardassian treaty of 2370. In 2373, the **Maquis** leader and former **Starfleet** officer **Michael Eddington** resorts to biogenic warfare and disseminates **cobalt diselenide** in the planet's atmosphere; this agent is deadly to Cardassians, but not to humans. Eddington's plan is to drive the Cardassians away and make **Velox Prime** a Maquis planet.

VENDIKAR

CLASS-M PLANET

Vendikar is one of two planets known to be **Class-M** located in a grouping of stars called **Cluster NGC 321**; it is the third planet in its star system. Although the inhabitants of Vendikar are a highly advanced and technologically sophisticated race, they are locked in a war with the neighboring world of **Eminiar VII**, the planet from which they originated.

In 2267, these two planets are using a deadly form of computer-based warfare which has been raging for 500 years. Evidence suggests that at one time the two planets may have engaged in conventional warfare before taking a more 'logical' approach to war by using computer technology. The computers create no actual casualties but choose areas of each planet and its airspace that are 'hit' and destroyed; the inhabitants thus designated as casualties must then report to disintegration stations within 24 hours. The war is fought purely on a mathematical basis, using the terminology of various weaponry to describe the size of the planetary hits. The computerized attacks leave buildings unharmed.

This interplanetary war is finally stopped in 2367 after contact with personnel from the **U.S.S. Enterprise NCC-1701**. The computer that calculates the casualties is destroyed, and the two planets are left to seek a peaceful solution to the conflict or else face the prospect of returning to more damaging, conventional warfare.



The highly advanced cities of Ventax II cannot contain the panic that ensues when seismic disturbances make the people remember a 1,000 year old pact with Ardra, a demonic entity.



Ventax II is a blue world when seen from orbit. The planet has humanoid inhabitants who were long ago subjected to wars, environmental decay, and overpopulation.



CHARTING
THE GALAXY

The Guide to the STAR TREK Galaxy

FILE 3

CARD 3KK

ALPHA QUADRANT



CHARTING
THE GALAXY

VENUS

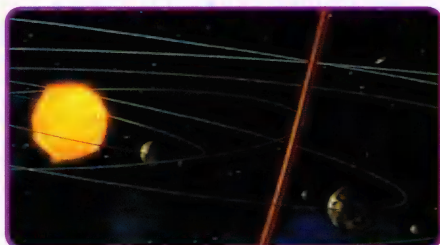
CLASS-UNCONFIRMED

Second planet in the Sol system. Although not originally a **Class-M** planet due to its thick atmosphere of pure carbon dioxide, Venus is the location of various terraforming stations by the year 2371. **Commander Chakotay** of the **U.S.S. Voyager NCC-74656** says part of his pilot training took place on Venus to learn to cope with atmospheric storms. Venus is almost equal to Earth in size, and is the third most visible heavenly body from Earth, after the sun and moon.

VERIDIAN IV

CLASS-M PLANET

The fourth planet in the **Veridian system** supports a pre-industrial humanoid population of 230 million. In 2371, **Dr. Tolian Soran** attempts to destroy the **Veridian** star, and thus the entire population of the planet, in an attempt to regain access to the **Nexus**, a conflux of temporal energy that is passing near **Veridian III**.



Veridian IV boasts an enormous population of 230 million, and is in danger of being destroyed when **Dr. Soran** tries to extinguish their star in order to redirect the **Nexus**.

VERIDIAN III

CLASS-M PLANET

In spite of its **Class-M** status, **Veridian III** is uninhabited. In 2371, it becomes the final resting place for **Captain James T. Kirk** following a struggle with the **El-Aurian** scientist **Dr. Tolian Soran**, who is trying to launch a **trilithium** probe and extinguish the **Veridian** star. **Veridian**



III is also the scene of the destruction of the **U.S.S. Enterprise NCC-1701-D**'s saucer section following a core breach during an assault from a **Klingon Bird-of-Prey**.

The saucer section of the U.S.S. ENTERPRISE NCC-1701-D crashlands on the surface of **Veridian III**. After emerging from the clouds, the saucer finds an area of the planet that is quite lush and fertile, unlike other zones that are desert-like and totally barren of any vegetation. After the landing, the crew are rescued by other Federation vessels. Due to the logistical problems of recovering a crashed vehicle of this size, only essential items are salvaged.

Some areas of Veridian III are totally barren, dry deserts. Although it is designated a **Class-M** world, the planet remains uninhabited. It is here that **Dr. Tolian Soran** tries to redirect the **Nexus** energy ribbon in order to reenter it; in the process he kills **Captain James T. Kirk**, one of **Starfleet's** most distinguished officers.



VILMOR II

CLASS-M PLANET

This planet in the **Vilmoran system** was once teeming with life, but is now mostly covered in dry oceanic beds showing only fossilized remains. **Vilmor II** is one of several planets that show evidence of being seeded billions of years earlier by an ancient race.



By the 24th century, Vilmor II is a barren, deserted planet with few signs of the life it once supported. This is the final planet in the pursuit of the true origins of humanoid life in the **Galaxy**, which was started by **Professor Richard Galen** and followed up by **Captain Picard**.

Several other races also have an interest in the **DNA** samples found on **Vilmor II**. After the puzzle is completed, an alien of unknown origin appears on the surface to inform the assorted delegates that they are of a similar origin; her race seeded the **Galaxy** billions of years ago, and they comprise the various offshoots.





OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 46



OTHER GROUPS
AND RACES

'TIME AND AGAIN' PLANET

In 2371, the *U.S.S. Voyager NCC-74656* encounters a seemingly innocuous Class-M planet in the Delta Quadrant that is a potential time bomb — and a time paradox.

The *U.S.S. Voyager NCC-74656* discovers a planet orbiting a red dwarf star at a distance that allows for radiation levels within the acceptable range for humanoid life, and has a breathable atmosphere approximating near-Earth conditions. The surface is composed of several large land masses separated by large bodies of water.

These ideal conditions have given rise to a humanoid civilization that is fairly advanced, but still at a

pre-warp level of development. The population has sufficient geological technology to allow construction of artificial waterways and a global aqueduct system, thus providing sufficient food for the population through farming.

Developing society

Despite this technology there is no indication of spaceflight capability, and there are no artificial satellites orbiting the planet. However, for planetary surface

transportation there is a continental transport system that provides transit between various regions, such as **Kalto province** on a regular daily basis.

The planet's society approximates the developmental level of late 20th century Earth, and there is a thriving commerce system based on a currency called

▶ **The planet's inhabitants are humanoids and have no distinguishing markings. Almost everyone on the planet wears the same style of clothing.**



DANGEROUS POWER

Polaric ion energy

Polaric ion energy is a powerful but dangerous means of generating power. The Romulans experimented with this form of energy, but a chain reaction nearly destroyed their scientific research colony on Chaltok IV. This disaster resulted in the Polaric Test Ban Treaty of 2268, which effectively ended the experimentation and use of polaric ion energy in the Alpha and Beta Quadrants.



▶ **Protesters often demonstrate about the use of polaric ion energy, but they have been unable to prevent its use.**



▶ **The protesters automatically assume that any strangers have been sent by the authorities to spy on them.**

OTHER CARDS IN THIS FILE...

- 5 THE OCAMPA
- 6 THE KAZON
- 7 THE VIDIIANS
- 13 THE SIKARIANS

SEE OTHER FILES...

- SPACE PHENOMENA.....File 5
- THE ROMULAN STAR
EMPIRE.....File 12
- STAR TREK: VOYAGER.....File 71



▶ **'Before' the explosion, the planet has an advanced society that has reached the level of 20th century Earth.**



▶ **Polaric ion energy can cause a devastating chain reaction in subspace that vaporizes all organic life.**



OTHER GROUPS
AND RACES

The Guide to the STAR TREK Galaxy

FILE 18

CARD 46



OTHER GROUPS
AND RACES

'TIME AND AGAIN' PLANET

▼ **Polaric energy powerplants are controversial places and are protected by guards. Demonstrations are fairly common, and are dealt with firmly.**



Kelodas. There is free trade and a free dissemination of news and information through provincial media bureaus, and an internal security police force that deals with all crime and is also responsible for keeping the peace during periods of public unrest. Despite such restraints, it is a mostly open society that allows dissenting opinion and peaceful, organized protest, but frowns on violence.

High risk

Perhaps the most interesting aspect of this planet is its society's dependence on the highly energetic but also highly unstable and potentially volatile power source, **polaric ion energy.**

The **Federation** developed and briefly experimented with this form of energy in the mid 23rd century, but it soon discovered that it ran the serious risk of causing uncontrollable, highly

destructive chain reactions through the fabric of **subspace.**

However, the civilization on this planet is not, for the most part, concerned about these dangers, and has become entirely dependent upon it. Polaric energy conduits run underneath every city, and into every home – which some would consider a potential timebomb.

Several dissident groups on the planet have recognized the potential threat from the use of this form of energy, and have organized protests against its use. Demonstrations at polaric energy plants staged by these groups are often met with resistance from the internal security force, and occasionally the protests can turn violent.

Near disaster

The use of polaric ion energy is incredibly dangerous, and in an alternate timeline accidentally created by the

crew of the **U.S.S. Voyager NCC-74656**, an accident involving polaric energy causes the deaths of everyone living on the planet.

Voyager detects massive amounts of differentially charged polaric ions on the planet, and an away team beam down to the surface. They discover evidence of a disaster that has resulted in the planetwide destruction of all life. During the investigation, several members of *Voyager's* away team are accidentally lost in a subspace fracture that was caused by the explosion. The fracture deposits them approximately one day in the past – before the devastating polaric explosion.

Cause and resolution

Captain Kathryn Janeway and **Lt. Tom Paris** become involved with a polaric energy protest group, and the two **Starfleet** officers mistakenly conclude that this dissident group is responsible for the imminent explosion. However, Janeway eventually realizes that it is, in fact, the rest of the *Voyager* crew who inadvertently cause the explosion by attempting to cut a passage through subspace in an attempt to rescue their missing crew members while they are in a polaric energy power

station.

Fortunately, Captain Janeway manages to stop the rescue attempt before it sets off the chain reaction explosion. Once the explosion is averted, the timeline returns to normal and the anomalous timeline ceases to exist. Without the explosion, there is nothing to attract *Voyager's* interest, and life on the planet continues as before.

GALAXY FACTS

- ▶ On the planet, time is divided into rotations, intervals and fractions.
- ▶ The Romulans attempted to develop polaric ion energy as part of a weapons system.
- ▶ Kes's psychic abilities allow her to detect Janeway and Paris in the past.
- ▶ Polaric energy powerplants are administered by several different companies.

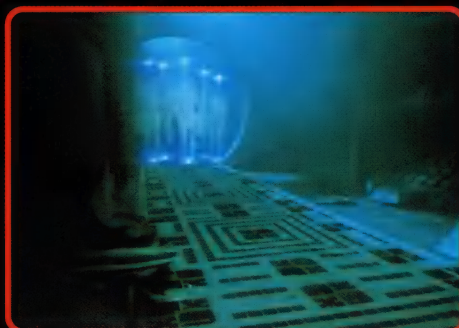


▲ In the alternate timeline created by the crew of the **U.S.S. VOYAGER**, an explosion disables a clock at the exact moment that all life is destroyed.

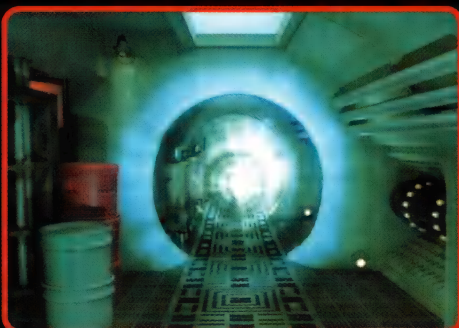
▼ When Janeway and Paris transport into the past, they see that the clock is functioning normally and that they have a day before the disaster.



TEMPORAL CONFUSION



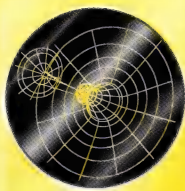
▲ The protesters break into the polaric ion energy power station. They are prepared to use force, but are not stupid enough to cause an accident.



▲ The **U.S.S. VOYAGER** crew attempt to rescue Janeway and Paris by opening a subspace rupture; they have no idea this causes the polaric explosion.



▲ Janeway fires into the subspace rupture, collapsing it and preventing the polaric explosion. As soon as she has done this, the timeline returns to normal.

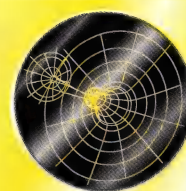


SPACE
PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5 CARD 17

MERIDIAN



SPACE
PHENOMENA

Meridian is a planet that exists in two dimensions: one physical, one of thought only. Fluctuations caused by the Trialian sun mean that by the 2360's only 12 days in every 60 years are spent in physical form.

Meridian is the only world in the Trialus system, in the Gamma Quadrant; although it appears to be a standard Class-M planet it is, in fact, one of the most extraordinary phenomena that Starfleet has ever encountered.

Meridian occupies a tenuous balance between two dimensions – one of matter and one of energy. One dimension, our own, is corporeal, while the other lies in a region where everything exists as pure energy. Meridian shifts

between the two dimensions at regular intervals.

The dimensional shifts appear to be caused by fluctuations in the planet's quantum matrix which are triggered by the Trialian sun. Over the years the star's imbalance has increased, and as a result the time Meridian spends in this universe is diminishing. By the 2360's, Meridian spends 60 years as energy in each cycle and only 12 days in physical form. In a few more centuries, the time it spends in corporeal form will be reduced to a few

hours, and finally to only a matter of minutes. When that happens, Meridian will become too unstable to successfully shift to the other dimension, and then the planet will cease to exist in either reality.

Beautiful reality

When it is in physical form, Meridian is a particularly beautiful and unspoiled planet, with lush green fields, lovely gardens of wild flowers, thick wooded forests, and clear blue streams.

Meridian's dimension-shifting nature makes it difficult for higher life forms



▲ **Meridian and its inhabitants phase between two dimensions. In one reality they have physical, humanoid bodies; in the other they are pure thought.**

to evolve, but the planet has approximately 30 humanoid inhabitants who live in a small village on the southern hemisphere. They are not indigenous to the planet but are the descendants of an expedition vessel that

crashed in the Trialus system millennia ago.

The settlers have distinctive markings on the side of their heads from just below the temples to level with the eyes. Their settlement is an open, airy village constructed around a

Shifting existence

Starfleet has long known that there is more than one dimension, but Meridian is the only place known to regularly phase between different realities. The planet's humanoid inhabitants also phase, becoming pure thought while they are in the other dimension. In this form they do not age or die.



▲ **The inhabitants of Meridian celebrate their arrival in physical form by sharing a meal.**

OTHER CARDS IN THIS FILE...

- 1 THE BAJORAN WORMHOLE
- 8 THE BADLANDS

SEE OTHER FILES...

- OTHER GROUPS & RACES.....File 18
- THE UNITED FEDERATION OF PLANETS.....File 7
- STARFLEET PERSONNEL.....File 43
- STAR TREK: DEEP SPACE NINE.....File 70



Planet Meridian
Class M **Quadrant** Gamma
Also known as no other name known

Primary star Trialus
Climate Temperate
Description Meridian is an idyllic planet with well tended forests and gardens.

Life Forms Humanoids who settled on the planet thousands of years ago. In 2371 there are only about 30 settlers; their numbers are restricted because they do not spend enough time in physical form to reproduce.

Important Features Meridian phases between two dimensions. One of these is corporeal; in the other, everything exists as pure energy.

Starship Log
STAR TREK: DEEP SPACE NINE
'Meridian'

▲ **When Meridian phases into our dimension it enters orbit around its sun. It is the only planet in the Trialus system and has a small humanoid population on the southern hemisphere.**

GALAXY FACTS

● The settlers' quantum matrices are attuned to the planet's; this means that they can phase safely between dimensions. Any alien matter acts as an anchor and interferes with the dimensional shift.

central hall. Many of their buildings are open to the air, and the weather is so temperate that there are always tables and seating in the open.

There have never been many settlers, but in recent times their numbers have been decreasing. When they shift out of our dimension they have no form, and exist in a state of pure consciousness. In this dimension, time does not exist, so no one grows older, or dies, or is born. The settlers can only reproduce when they take on physical form, and because their time here grows shorter with each transition, there has not been enough time for the small colony to grow.

The settlers do not dislike the time they spend as pure consciousness, but they do particularly value the time they spend in physical form and all the pleasures that come with it.



▲ Deral persuades Dax to climb one of Meridian's many trees. His planet is remarkably similar to Earth, and has beautiful gardens and forests. The settlers enjoy the time they spend in this kind of reality and all it offers.

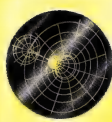


The Guide to the STAR TREK Galaxy

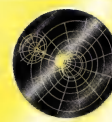
FILE 5

CARD 17

MERIDIAN



SPACE
PHENOMENA



SPACE
PHENOMENA

When Meridian reenters our universe, life on the planet continues again exactly where it left off, after an absence of 60 years in the noncorporeal dimension. It is as though the population had been frozen in time, which is essentially accurate. The first thing the settlers do is to celebrate their arrival in the physical dimension by sharing what they call "first meal." Shortly before they return to their noncorporeal existence, they share "last meal".

Federation visitors

Starfleet first encounters Meridian in 2371 when the **U.S.S. Defiant NX-74205** is on an exploration and mapping mission in the Gamma Quadrant. The Trialian sun appears, on first examination, to be a rather normal star. But the *Defiant* is in the Trialus system when Meridian shifts back into this dimension; the ship detects unusual gravimetric distortions that emanate from the location of the planet.

As the strange gravimetric distortions intensify, the crew of the *Defiant* watch in stunned disbelief as Meridian suddenly shimmers into existence, seemingly appearing out of nowhere. Within moments of making the transition from the alternate dimension, the planet stabilizes into an orbit close to the Trialian sun.

The settlers contact the crew of the *Defiant* and the Starfleet officers beam

down to the planet. When they learn that Meridian's dimension shifting has become unstable and the planet is in danger of being destroyed, the *Defiant's* staff joins forces with Meridian's scientists to find a way of stabilizing the dimension shifts.

The *Defiant's* sensor logs indicate that the sun gave off modulated gamma bursts just before the planet appeared; the settlers were not aware of this since they were still in a noncorporeal state when it happened. But it might provide the clue to the increasing shift imbalances.

The *Defiant's* crew continue their investigations by running a series of helio-seismic



scans. Gamma activity within the star suggests that there is an anomaly in its fusion cycle, and a probe is sent into the sun's corona to scan the star's core for more data.

Initial readings provide nothing to indicate that the gamma bursts are causing



▼ The settlers often meet in an open area with tables and seating. They share a meal when they enter this dimension, and before they leave.



▶ The settlers are humanoids, with distinctive markings on the sides of their heads. They are a very welcoming people.

the quantum fluctuations. Finally, when a probe is outfitted with stronger shields, it is able to scan deeper within the sun's corona, and the problem is found.

The fusion reactants in the sun's core show that an imbalance is building toward a cascade reaction on the quantum level. This is what is triggering the instability in the dimensional shifts.

With the fusion reaction in the star stabilized,

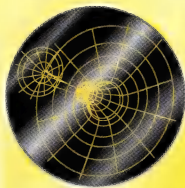
Meridian will be able to remain in each dimension for an equal time, allowing the settlers to build a stable community.

The settlers and the *Defiant's* crew manage to find a way to restore the star's stability and equalize the time between shifts. The process will take some time, but when Meridian next shifts into our dimension in 60 years, the problem will have been solved. In subsequent years, Meridian will spend 30 years in the alternate dimension and 30 years in this one.

▶ Deral is one of the inhabitants of Meridian and has studied the planet's dimensional shifting. He and Dax rapidly fall in love when she visits the planet, and Deral offers to leave with her.

▶ Dax decides to stay with Deral on Meridian when it leaves this dimension. She tries to alter her quantum matrix, but this does not work, and the crew are forced to beam her away.

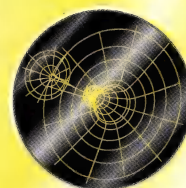




SPACE
PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5 CARD 1C



SPACE
PHENOMENA

THE MICRO-WORMHOLE

Wormholes provide a way of moving across vast regions of space in a matter of seconds, but, as the crew of the *U.S.S. Voyager NCC-74656* discover, they are not always large enough to accommodate a ship.

A wormhole is most easily described as a bridge, or, more accurately, a tunnel between two distinct points in what is considered normal space. Most often, wormholes are unstable and fluctuate wildly between many points in normal space; however, there are some rare examples of stable wormholes.

In 2371, on **Stardate 48579.4**, the crew of the *U.S.S. Voyager NCC-74656* discover an unusual stable wormhole. Because *Voyager* is lost in the **Delta Quadrant**, the wormhole offers the possibility of a way back to the **Alpha Quadrant**. But this spatial singularity exhibits some properties not commonly associated with

wormholes.

The crew first detect the wormhole when *Voyager's* sensors begin registering **verteron** emanations and tunneling secondary particles on extreme long range **subspace** bands. Although it is not clear at first whether these readings indicate the presence of a wormhole, **Captain Janeway** decides that they are significant enough to warrant further investigation.

Bizarre phenomenon

When *Voyager* arrives at the anomalous reading's coordinates, the crew discover that it is indeed a wormhole, but one of a type never before encountered by any **Starfleet** vessel.

The wormhole appears to be extremely ancient and

in an advanced state of decay; it has most likely been collapsing in on itself for the last several centuries. It can best be described as a **micro-wormhole**, since it has mostly dissipated, leaving an extremely narrow passageway through subspace. In fact, the aperture of the wormhole is only approximately 30 centimeters in diameter, far too small for a vessel to traverse. The micro-wormhole's great age has caused extremely powerful gravitational eddies to develop in its interior.

Because the wormhole's aperture is so small, the crew are not able to determine where it exits, but they can gather data by launching a microprobe, which is only a few centimeters in diameter



▲ The micro-wormhole provides a way of covering 70,000 light years and 20 years in a matter of seconds, but it is only centimeters wide.

itself, into the interior of this minute phenomenon.

Data from the probe

Because of the extremely constricted spatial dimensions of the interior, and the strong gravitational currents, the probe becomes trapped in a dense gravitational eddy midway on its journey through the wormhole. Efforts to free it prove futile, but, despite being

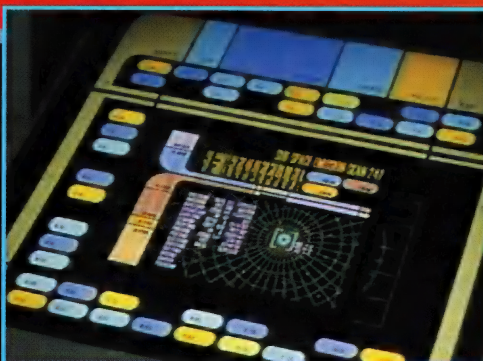
stuck, it still functions for more than 72 hours. The data that it relays back to *Voyager* indicates that the far end of the wormhole terminates in the Alpha Quadrant. It also indicates a strange phase variance in the radiation stream that is, at first, of unknown origin.

Although *Voyager* is unable to pass through the wormhole, **Harry Kim** manages to use the trapped microprobe as an

TINY GATEWAY

Disappointed hopes

The *U.S.S. Voyager* crew know that a wormhole could dramatically shorten their journey back to the Alpha Quadrant. This wormhole is far too small for a ship to travel through, suggesting that it is extremely old and is in a state of collapse. However, experiments prove that it is possible to send a transmission through to the other side.



▲ The crew of the *U.S.S. VOYAGER* have made it a particular priority to scan for any anomalies that could shorten their journey home. Captain Janeway is delighted when Harry detects a wormhole.

▶ The micro-probe is caught in a gravitational eddy inside the wormhole. There is little chance that it will break free, but it does act as a relay.

◀ The wormhole registers on the *U.S.S. VOYAGER's* subspace sensors. At this distance, the transmissions appear normal, but when the crew arrive at the wormhole's coordinates they discover that it is only microscopic, and looks significantly different to other wormholes.



GALAXY FACTS

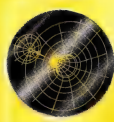
- The only stable wormhole known to the Federation links the Alpha and Delta Quadrants. It appears to have been artificially constructed.
- R'Mor offers to summon a troop ship that the *Voyager* crew could beam onto.

amplifying relay station to send a signal.

The data transfer rate is extremely limited and the phase variance makes it difficult to transmit a clean signal, but the crew manage to boost the signal enough to establish communication with a vessel in the Alpha Quadrant. It is received by the *Romulan Science Vessel Talvath*, commanded by **Telek R'Mor**, operating near the Alpha Quadrant terminus of the wormhole in **sector 1385**.

Beaming through

After communications are established with the *Talvath*, *Voyager's* chief engineer, **B'Elanna Torres**, realizes that it might be possible to transport matter through the micro-wormhole by using the microprobe as an amplification relay station for the transporter beam. After preliminary testing with a transporter test device, R'Mor is transported through the wormhole to *Voyager* to see whether the crew might use the same technology to transport themselves back to the Alpha Quadrant.

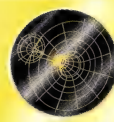


SPACE PHENOMENA

The Guide to the STAR TREK Galaxy

FILE 5 CARD 1C

THE MICRO-WORMHOLE



SPACE PHENOMENA

Unfortunately for the crew of *Voyager*, it is discovered that the strange phase variance discovered earlier is a byproduct of the fact that this micro-wormhole not only traverses space, but time as well. The crew determine that the Alpha Quadrant terminus of the micro-wormhole is located 20 years in the past.

Time travel

Captain Janeway decides that it would disrupt the timeline if she allows *Voyager's* crew to transport themselves back in time, but R'Mor agrees to take messages back through the wormhole and to deliver them to Starfleet and the families of *Voyager's* crew when the time is right.

Unfortunately, **Telek R'Mor** dies in 2367, four years before he is due to deliver the messages.



▶ The crew of the U.S.S. **VOYAGER** transport **Telek R'Mor** through the micro-wormhole.

▶ The micro-wormhole is far smaller than any other wormhole that has ever been encountered by the Federation. It is only a few centimeters wide, far too small for any ship to travel through. It appears that the wormhole is incredibly old and has started to collapse.



▶ After **B'Elanna** realizes that it is possible to send a transporter beam through the micro-wormhole, the crew manage to send a test device through to the *Romulan ship*.

BEAMING TO THE ALPHA QUADRANT

Across the stars

After the crew manage to establish visual communication with the *Talvath*, **B'Elanna Torres** realizes that the phase amplitude of the visual link with the *Romulan ship* is within a few megahertz of meeting transporter protocols and that it might be possible to piggyback a transporter beam onto it. The transport involves substantially modifying the matter transmission rate, and matching the data transmission to the phase amplitude of the *Romulan comm* signal. The first transport involves a test cylinder which has a varietal molecular matrix that simulates most organic and non-organic compounds. There are some complications, but the transport is a success.



▶ R'Mor suggests using a signal amplifier to penetrate the wormhole's radiation stream and establish visual communication. He is amazed to learn that the **VOYAGER** crew can modify their transmission to match the phase amplitude of his signal; this is far beyond the capabilities of his own vessel.



▶ **B'Elanna** tells Janeway that she believes it is possible to send a transporter signal through the micro-wormhole.

▶ The wormhole is only a few centimeters wide, but it is large enough to carry a subspace message and even a transporter beam.



SHIP:

U.S.S. VOYAGER NCC-74656

SYSTEM:

WARP CORE

PROCEDURE:

EJECTION

The *U.S.S. Voyager NCC-74656*'s warp engines function by annihilating matter and antimatter, generating an enormous amount of energy. If the **warp containment field** collapses or the **warp core** becomes unstable, it can result in a massive explosion that could easily destroy the ship. As a result, like all **Federation** starships, *Voyager* has been designed so that in an emergency the warp core can be ejected.

Starfleet protocols require that the warp core be retained if at all possible; the core is normally only ejected if it has become unstable and the integrity of the multilayered forcefield that contains it cannot be maintained, or if damage threatens the **structural integrity field system**, meaning that traveling at warp speed would tear the ship apart. In both instances, the safety of both the crew and the ship are paramount.

If all normal safety procedures fail and the warp core becomes unstable, power and fuel supplies are automatically sealed off at points upstream from the damaged areas, based upon both computer and crew assessments. If this is ineffective, the warp core can be ejected.

Emergency procedure

The procedure for warp core ejection involves either a deliberate manual sequence initiation or an automatic computer activation. The order to eject the warp core can only be given by crew members with the necessary authorization, such as the captain and the chief engineer.

If cutting the power relays to the warp core does not work, the next stage is to decouple the **dilithium matrix**. If the warp core cannot be stabilized, nitrogen gas may begin to leak into Engineering. When this happens, the section must be evacuated, and sealed by the emergency bulkheads. If a warp core breach becomes inevitable, the crew have no alternative but to dump or eject the warp core from the ship.

Once the decision to eject the warp core has been made, the ejection system is enabled, and issues concerning the magnetic valves leading to the warp core and the purging of transfer pipes leading to the warp core are immediately dealt with automatically. When the order to eject the core is given, the computer opens or blows out the matter/antimatter reaction assembly exterior hull hatch, which is located on the underside of the ship. The warp core is then forcibly ejected from the ship using explosive charges.

Warp core recovery

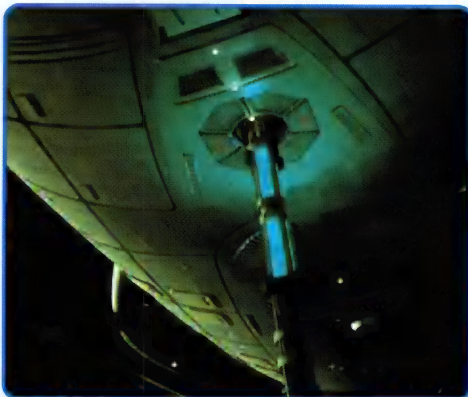
Once the warp core has been ejected, it will not necessarily breach; it may cool down in space, in which case it can be retrieved. As the core will probably still be unstable, the crew may have to perform repairs before locking on a **tractor beam** and reconnecting the core to the engineering systems.



▲ If the warp core becomes unstable, the crew will attempt to stabilize it by cutting power relays and decoupling the dilithium matrix.



▲ If all else fails and the warp core is in danger of breaching, the crew may be forced to eject it. This requires an authorization code.



▲ The computer automatically disconnects the core from all other engineering systems and opens the ejection hatch on the underside of the ship. The core can be dumped in a matter of seconds.

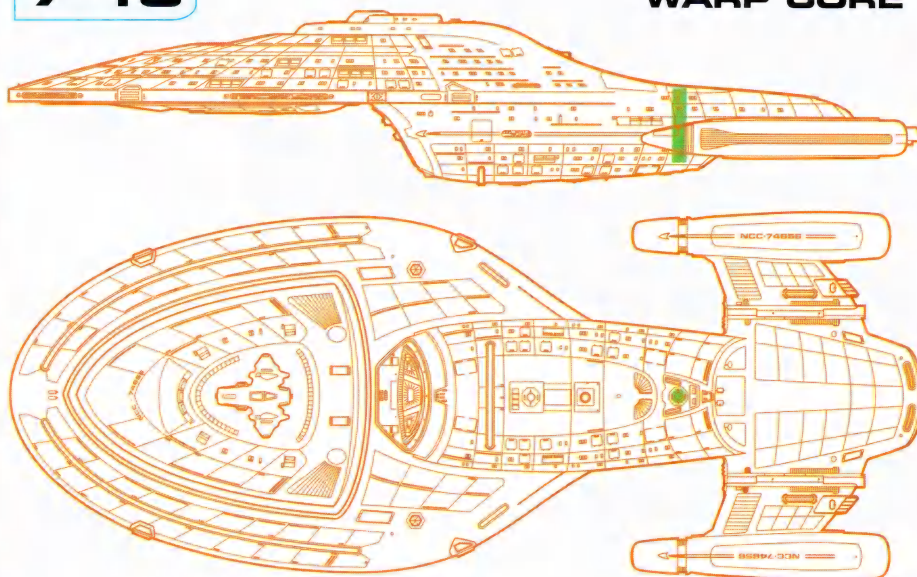


▲ If it does not breach, the warp core will probably drift several million kilometers away from the ship. It may be necessary to perform repairs in space before retrieving the core.

Decks:

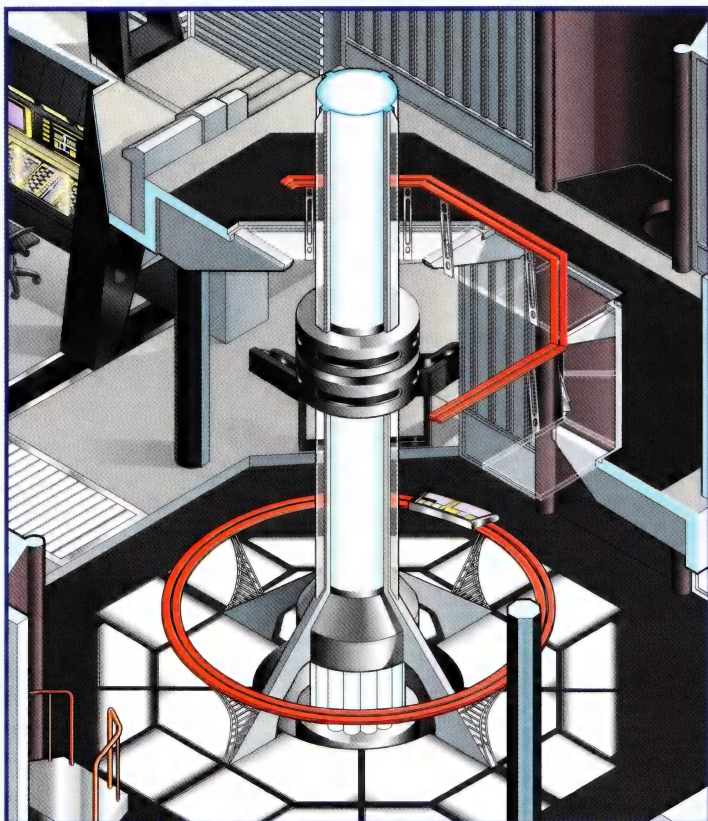
7-13

Location:

WARP CORE

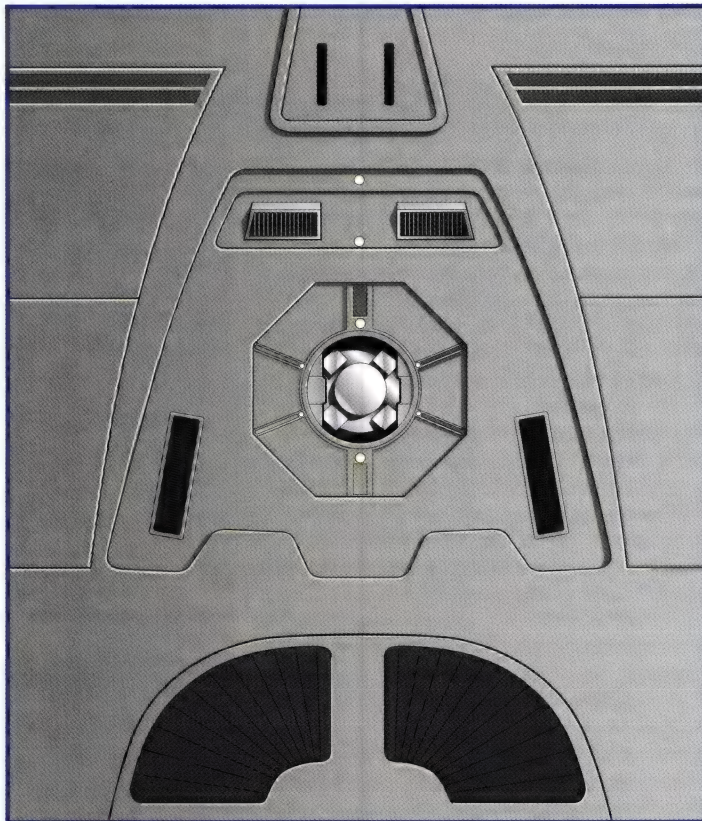


1: DANGEROUS SITUATION



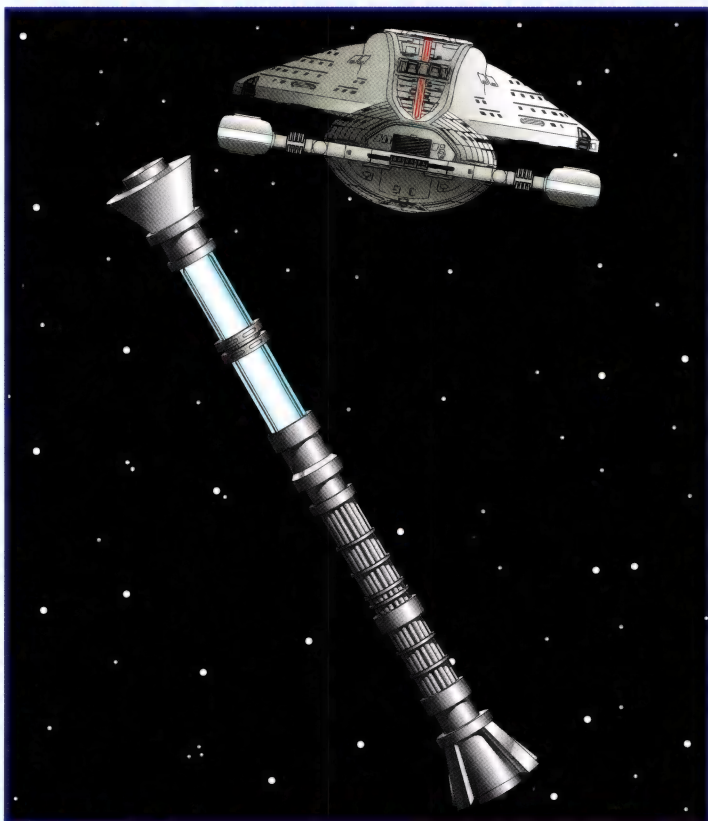
▲ If the warp core becomes dangerously unstable, engineering staff evacuate Main Engineering, close the safety bulkheads, and order the computer to eject the core.

2: EJECTING THE CORE



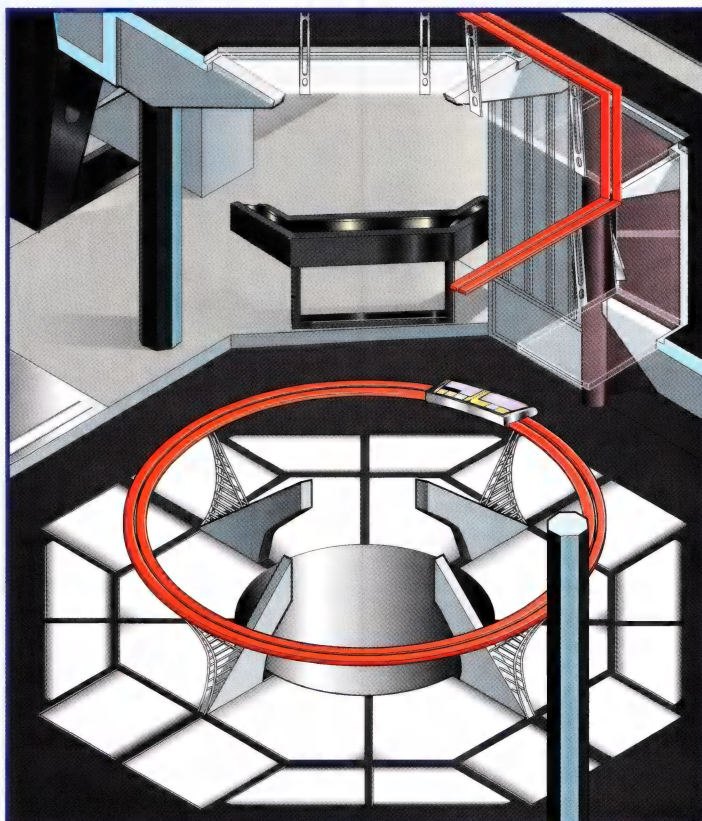
▲ The warp core is the entire height of the INTREPID-class U.S.S. VOYAGER's stardrive section, and is ejected through a hatch on the underside of the ship.

3: SAFE DISTANCE



▲ Once the warp core has been ejected, it will either explode at a safe distance from the ship or cool down to the point where it can be retrieved safely.

4: MISSING COMPONENT



▲ Without the warp core in place, VOYAGER cannot achieve warp speed. However, it should be a relatively simple process to recover the warp core using a shuttle or a tractor beam.

FILE 49 ROMULAN PERSONNEL

Senator Pardek

Pardek is known as a man of peace who has opposed the Romulan Senate throughout his long political career, but he betrays the Romulan underground to the Tal Shiar.

Pardek is a Romulan senator with a distinguished political record. He entered public service as a young man, and by 2368 he has been a member of the **Romulan Senate** for nine decades. He is considered a populist, or a "man of the people," because during his tenure he has sponsored many reforms. The Romulan leadership has publicly stated that they consider him to be something of a radical because he has consistently supported peace throughout his career.

Local ties

Pardek represents a district on **Romulus** called the **Krocton Segment**. He is married, and maintains a dwelling there. He also has many relatives who live in the district, and spends time with them when the Senate is not in session.

Pardek is a small, effusive man, the kind of senator who talks with his constituents and their children in a cafe or on the street, addressing their questions and helping to take care of their problems. Despite his seniority, he has not been invited to an official Romulan state function for many years. As **Neral, Proconsul of the Romulan Senate**, puts it, "he is considered far too attached to the common man for most people's comfort."

Vulcan friend

Pardek has maintained a close relationship with **Ambassador Spock of Vulcan** since 2293, when the two men met at the historic **Khitomer conference**. Spock has always respected Pardek's position on political matters, even when Pardek has had no support for his positions in the Romulan Senate. In 2368, Senator

PROFILE ON AN UNDERCOVER AGENT

NAME: Pardek

LIFE FORM: Romulan male

STATUS: Member of the Romulan Senate

CONSTITUENCY: The Krocton Segment, Romulus

FIRST ELECTED: 2278

REMARKS: In 2293, as a young man, Pardek was a delegate at the Khitomer conference. He regularly makes the case for peace, and develops a close relationship with Ambassador Spock.

FIRST SEEN: 'Unification' [TNG]



▲ Pardek is known as an independent politician who has questioned the Romulan leadership's ambitions, but ultimately he betrays the underground to the Tal Shiar.

Pardek invites Spock to make an unofficial visit to Romulus.

Pardek tells Spock that there is a growing underground movement

among Romulans who seek to embrace the ideals of Vulcan philosophy. While the members of the movement have been publicly declared enemies

of the state, a few in the Romulan hierarchy, such as Pardek, are sympathetic to their plight, and believe the time is right to seek reunification with the



ROMULAN SENATOR



★ In the open

Pardek regularly visits the Krocton Segment when the Senate is not in session.

★ Rebel leader

Senator Pardek has a reputation as a political outsider, and gains a trusted position in the Romulan underground. But he has secret ties to the Romulan security service.

★ Long association

Pardek has known Spock since the 23rd century, when they met at the Khitomer conference. The crew of the U.S.S. ENTERPRISE confirm that Spock has come to visit Pardek when they see the two men together, using long range intelligence recordings.



OTHER CARDS IN THIS FILE...

2 SELA

10 NERAL

SEE OTHER FILES...

THE ROMULAN STAR EMPIREFile 12

STAR TREK: THE NEXT GENERATIONFile 69



PERSONNEL FILES

Senator Pardek

FILE 49 CARD 4

"Old men like me will not be able to hold on to ancient prejudice and hostility. The young people will not allow it."

— Senator Pardek

Vulcans. Despite the fears of many of his colleagues in the Senate about the movement, Pardek says that he has learned to listen carefully.

Hope for peace

Like Spock, Pardek is a veteran of political battles and diplomatic negotiations, and recognizes a window of opportunity when he sees one. He suggests that Spock speak with Neral, who is new to the position of Proconsul and has promised many reforms. He claims that Neral is young and idealistic enough to be receptive to discussing the matter without dismissing it out of hand. Spock is impressed by Pardek's passion about the issue of reunification, and Spock believes that Pardek has unique insight into many issues. Pardek responds by telling Spock that the Romulans are a passionate people. It is a quality he hopes that Vulcans will learn to appreciate about them if reunification is successful.

Invasion plans

But the Romulans are also a duplicitous people, and Pardek's role in the peace process is actually part of an elaborate ruse to trick Spock into helping a Romulan invasion force to attack Vulcan.

★ True faith

Pardek reveals that he has betrayed Spock to the Romulan secret police, who plan to force him to make a speech that will help them invade Vulcan.



ACT OF BETRAYAL

Secret agents

The Tal Shiar is one of the most effective secret services in known space. All Romulans live in fear of it, and are afraid to express any dissenting opinions in public. The Tal Shiar's intelligence gathering operations are particularly famous. It is prepared to send agents undercover for several decades; one of them, Subcommander Selok, even spent years undercover as Ambassador T'Pol, an admired Federation diplomat.



★ **Tal Shiar**
Sela is the Romulan intelligence agent who is in control of the planned invasion of Vulcan. She uses Pardek's position in the underground to capture Spock.

★ **Exposed**
Spock realizes that, logically, Pardek is the only one who could have betrayed him. He exposes him in front of members of the underground.

★ Two-faced

Pardek tells Spock that Neral is sympathetic to the idea of change, but like Pardek the young proconsul is working for Sela. The Romulans hope to reunify Vulcan and the Romulan Star Empire by force.



Pardek and Neral are both working for the Romulan secret police, the **Tal Shiar**, who plan to use Spock's presence on Romulus to confuse the **Federation** while they invade Vulcan. When the right moment arrives, Pardek leads Spock and **Captain Picard** and **Data**, who have followed him to Romulus, into a trap. Even after he has done this, Pardek attempts to maintain his cover and continue to spy on the underground. But Spock realizes exactly what has

happened, and exposes the senator.

Pardek was the perfect mole, a seemingly kind and supportive political leader. Spock is appropriately suspicious of the eagerness with which Neral embraces reunification, but he does not suspect Pardek of being a traitor until it is too late. Spock's belief that distrust can be changed and closed minds can be opened blinded him in his dealings with Pardek. After Pardek's links to the

Tal Shiar have been revealed, he cynically bids Spock farewell, in

the hard-edged tones of a cunning politician who knows that his service will be noted and appreciated by the Romulan government in the future.

All for nothing

In the end, Spock, Picard and Data manage to stop the planned Romulan invasion of Vulcan from taking place. And although Pardek betrayed the Romulan underground, he does not know all of their secrets; under Spock's leadership it survives to fight for the peaceful reunification of the Vulcan and Romulan peoples.



★ In the shadows

Pardek plays the role of a political rebel very carefully, urging Spock to behave with caution while he is on Romulus.

★ Followers

Pardek finds Picard and Data when they arrive on Romulus, and takes them to Spock. Ultimately, he betrays all three of them.



James T. Kirk: A Captain Again

In the latter part of his career, **James Kirk** destroys the *U.S.S. Enterprise*, loses his rank, meets a being who claims to be God, helps open peace negotiations with the Klingons, and is transported to the *Nexus* before finally dying on *Veridian III*.

James Kirk returns to **Starfleet** in 2284. At this point of his life, he is beginning to feel his age and does not think that he is young enough to return to the bridge of a starship. Instead he takes up a post as an instructor at **Starfleet Academy**, and moves into an apartment in San Francisco so that he can be near his work.

In 2285, Kirk takes the *U.S.S. Enterprise NCC-1701* on a training mission. At the same time, **Khan Noonien Singh** takes control of the *U.S.S. Reliant* and determines to wreak revenge on Kirk, who left him on **Ceti Alpha V** in 2267.

The *Reliant* had been assigned to **Project Genesis**, led by **Dr. Carol Marcus** and the son she had with Kirk, **Dr. David Marcus**. Khan sends a message to *Regula I*, where the project is based, telling them that Admiral Kirk has ordered the

Marcuses to hand the **Genesis Device** over to the *Reliant*. Carol sends Kirk a message querying this, but as Khan is jamming communications she is unable to hear the answer.

Kirk is concerned about the Genesis project, which is designed to reorder the matter on a planet's surface, and takes command of the *Enterprise*. Khan attacks him before he arrives at *Regula I* and inflicts serious damage on the *Enterprise*.

Costly victory

Kirk eventually manages to defeat Khan, and the Genesis Device is detonated, creating a new planet. The mission has a great personal cost for Kirk — **Spock** is killed by radiation exposure when he repairs the *Enterprise's* warp engines. The **Vulcan** is given a funeral in space, and his body comes to rest on the **Genesis Planet**.

The *Enterprise* returns to **Spacedock**, where

Admiral Morrow tells Kirk that the decision has been taken to retire the badly damaged ship. The same day, Spock's father, **Sarek**, visits Kirk and asks him to recover Spock's body and

return it to Vulcan. Sarek explains that before they die, Vulcans mind-meld with one of their most trusted companions and give them their **katra**, or soul, which is brought back

to Vulcan with their body. Spock was unable to mind-meld with Kirk, but did manage to place his **katra** in **Dr. McCoy's** mind.

Kirk asks Morrow for permission to return to the

PROFILE ON A CAPTAIN

2284: Returns to Starfleet and takes up a post at Starfleet Academy.

2285: Kirk disobeys the ban on travel to the Genesis Planet in order to retrieve Spock's body. Here he destroys his ship.

2286: Reduced in rank to captain for disobeying orders. Given command of *U.S.S. Enterprise NCC-1701-A*.

2293: Exposes plot to disrupt peace talks with the Klingons; retires from Starfleet. Lost saving *U.S.S. Enterprise NCC-1701-B*.

2371: Killed on Veridian III.



▲ James Kirk is reduced in rank to captain after he disobeys orders in order to retrieve Spock's body from the Genesis Planet, but he is delighted to be back in command of a starship.

LAST DAYS OF THE U.S.S. ENTERPRISE



★ Under attack

Admiral Kirk takes command of the *U.S.S. ENTERPRISE* when it is sent to *REGULA I*. The ship is damaged during the mission.



★ Great loss

The *ENTERPRISE* is only saved because Kirk's closest friend, Captain Spock, sacrifices his life to repair the warp engines.



★ Out of commission

When Kirk and his crew return to *SPACEDOCK*, Admiral Morrow tells them the *ENTERPRISE* is being decommissioned.

James T. Kirk: A Captain Again

"Maybe it's about that empty chair on the bridge of the *Enterprise*. Ever since I left Starfleet, I haven't made a difference." — Captain Kirk

Genesis Planet, but the admiral refuses. **Starfleet Command** has placed the planet off limits to everyone except essential personnel. Effectively, this means that the only people allowed to visit the planet are the crew of the *U.S.S. Grissom*, which includes David Marcus.

This prompts Kirk to make a momentous decision. He disobeys his orders and, with the help of the *Enterprise's* senior staff, steals his old ship and heads for Genesis.

When the *Enterprise* arrives, the crew discover that the *Grissom* has been destroyed by a group of **Klingons** and that only **Lt. Saavik** and David Marcus are alive on the planet's surface.

The damaged *Enterprise* is no match for the Klingon ship, and Kirk is powerless when David is



★ **Death of a starship**
Kirk destroys the *U.S.S. ENTERPRISE* to prevent it from falling into the Klingons' hands.

killed by one of the Klingons. He manages to trick most of them into boarding the *Enterprise*, which he destroys, killing them. Kirk and his crew then manage to retrieve Spock's body, which has been rejuvenated by the **Genesis effect**. They then narrowly escape the destruction of the Genesis Planet, and take control of the Klingon ship. They use it to take Spock to Vulcan, where his katra and body are reunited.

From admiral to captain

Kirk then returns to **Starfleet Headquarters** to face trial, but before he gets there, Earth is 'attacked' by a mysterious probe. Kirk saves the planet by traveling back in time and retrieving two humpback whales from the 20th century. When he returns, Starfleet decides to reduce him in rank for disobeying orders, and places him in command of the *U.S.S. Enterprise NCC-1701-A*.

This new *Enterprise* enters

★ **Heroes**
The disgraced *ENTERPRISE* officers save the planet Earth from a destructive alien probe when they rescue two humpback whales from the 20th century.



★ **New ship**
Kirk is demoted to captain and given a new command – the **CONSTITUTION-class U.S.S. ENTERPRISE NCC-1701-A**. After spending 17 years as an admiral, he is finally back in the captain's chair on a permanent basis.



service in 2287, and the crew are sent to deal with a disturbance on **Nimbus III**. When they arrive, a renegade Vulcan, **Sybok**, takes control of the ship and flies it to the **Great Barrier** at the center of the Galaxy. The *Enterprise* is the first **Federation** vessel to pass through the barrier, and on the other side the crew encounter a malevolent entity who claims to be God. Sybok is killed, but Kirk manages to defeat the entity and return to normal space.

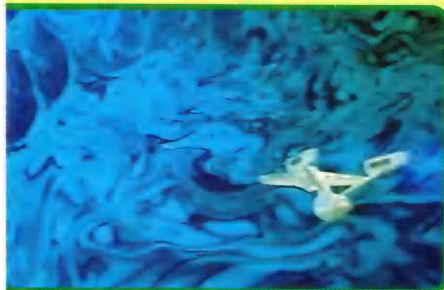
In 2293, the *Enterprise* is assigned to escort the Klingon Chancellor, **Gorkon**, to vital peace talks with the Federation. When Gorkon is assassinated, Kirk and Dr. McCoy beam over to his ship

to offer assistance. They are arrested for Gorkon's murder and sentenced to life imprisonment on **Rura Penthe**, but they escape and Kirk is instrumental in exposing a plot to disrupt peace negotiations with the **Klingon Empire**. After the **Khitomer conference**, Kirk once again retires from Starfleet.

Later the same year, Kirk attends the launch of the *U.S.S. Enterprise NCC-1701-B*. When the ship responds to a distress call from two **El-Aurian** transports, he makes essential modifications to the ship's deflector, but is lost and presumed dead. In reality, he is transported to a place known as the **Nexus**, where he lives an idyllic existence outside the boundaries of normal space-time.

Kirk leaves the Nexus when **Captain Jean-Luc Picard** of the *U.S.S. Enterprise NCC-1701-D* arrives from 2371 and persuades him to help fight **Dr. Tolian Soran**, who in one timeline has destroyed millions of lives so that he can reenter the Nexus. Kirk travels to **Veridian III** where he dies a hero's death, foiling Soran's scheme and altering the timeline so that millions of lives are saved.

★ **Great barrier**
The *ENTERPRISE* is the first ship to penetrate the Great Barrier at the center of the Galaxy.



★ **Klingon prisoners**
In 2293, Captain Kirk and Dr. McCoy are sentenced to life imprisonment on **Rura Penthe**.



★ **Perfect existence?**
The Nexus provides Kirk with a beautiful home, but it cannot give him the excitement and the sense of danger that he craves.

★ **Death**
Kirk dies in the 24th century on **Veridian III**, saving millions of lives from Soran's trilitium bomb. His final words are: "It was fun."



Sovereign Marouk

Marouk is a formidable leader who takes the opportunity to try to unite the nomadic Gatherers with the rest of the Acamarian people.

Sovereign Marouk is the political leader of **Acamar III**; **Acamarian** society was, and still is, divided into clans. Membership in these clans is of both great political and social importance. Conflict between the clans was once common, and often led to outbreaks of long periods of violence.

One hundred years ago, the **Acamarians** put their history of violence and clan warfare behind them. Today, they and Marouk are devoted to the ideal of peaceful coexistence.

Marouk is a woman in her middle years who carries herself with a dignified composure commensurate with her position. Her graying hair is worn pulled back, framing an intelligent face. She wears a floor length orange dress. The upper body of this garment is in the form of a tunic, while the lower

half flows like a dress. A sash with an elaborately jeweled clasp runs diagonally across the Sovereign's chest from her right shoulder to her left hip. Like some other Acamarians, she has facial tattoos which run from near the base of her ears, along the line of her cheekbones, to roughly mid cheek.

Impressive leader

Marouk is a formidable woman who will not be forced to do or say anything that goes against her personal convictions; she has a commanding air and expects to be obeyed. She clearly has to struggle to contain her temper, but is strong willed enough to stay in control. She is a strong leader and is keenly aware of the history of her planet and its clans. She has a deep distaste for the cycle of violence and vengeance that only recently ended.

Marouk's position as her

PROFILE ON A LEADER

NAME: Marouk

LIFE FORM: Acamarian female

POSITION: Sovereign of Acamar III

REMARKS: Marouk is normally accompanied by a staff of two, which includes her chef, Yuta.

ACHIEVEMENTS: Marouk finally reaches an agreement with the Gatherers, a nomadic group of Acamarians who left their homeworld 100 years ago.

FIRST SEEN: 'The Vengeance Factor' [TNG]



▲ **Sovereign Marouk is the Acamarian leader. She doubts that she will be able to arrive at a satisfactory agreement with the Gatherers, but is prepared to make the effort. She is an understanding woman with a commanding air.**

people's leader is obviously dangerous – she has a personal chef, **Yuta**, who prepares and tastes all her

food, to ensure that it is not poisoned. Marouk is relaxed about the danger, and travels with only a

small retinue. She has a maternalistic relationship with her servants, and has been known to encourage

YEARS OF CONFLICT

★ Private offer

Marouk discusses her offer with Brull and Captain Picard. She is shrewd enough to let Brull maintain face in front of his men.



★ Gatherers

Brull leads one of several groups of Gatherers who have been attacking Federation outposts. Attempts to integrate them with other Acamarians have failed.



★ Living weapon

Marouk does not realize that Yuta has been genetically engineered to become a living weapon. She nearly wrecks the negotiations.

OTHER CARDS IN THIS FILE...

33 YUTA

SEE OTHER FILES...

OTHER GROUPS AND RACES.....File 18
STAR TREK: THE NEXT GENERATION.....File 69

Sovereign Marouk

★ Leader

Marouk is an impressive woman who is clearly used to getting her own way, but she is also an able diplomat who understands how to talk to the Gatherers. She controls her temper, and considers the Gatherers' point of view.



★ Food taster

Yuta tastes all of the food and drink that Marouk consumes, making absolutely certain that it is not poisoned.



them to pursue romantic interests.

One of Marouk's greatest political achievements involves the **Gatherers**, a nomadic group of Acamarians who left their planet when the violence that plagued Acamar III came to an end and became interstellar pirates. By the 2360's, several attempts have been made to reunify the Gatherers with the other Acamarians, but they have all failed.

Reaching out

In 2366 the **U.S.S. Enterprise NCC-1701-D**, under the command of **Captain Jean-Luc Picard**, visits Acamar III to enlist Marouk's help to put an end to the vicious raids conducted against **Federation** outposts by the Gatherers.

Marouk tells Picard that she believes a reconciliation with the Gatherers is impossible, because all past offers of amnesty have been rejected. But Picard persuades her that the time may be right for an historic breakthrough.

Although Marouk is extremely

prejudiced against the Gatherers, feeling they are little more than barbarians who have no regard for how they live, she decides to engage in discussions toward a reconciliation.

It is clear throughout these negotiations that Marouk is suspicious about the Gatherers' motives. However, she is dedicated to the idea of bringing them home to Acamar III, and is able to overcome her negative feelings.

Throughout the reconciliation talks, Marouk demonstrates that she is a strong negotiator and is willing to see her opponents' point

"I am convinced now that it is the right thing, not just for you, but for us too — we need you back."

— Marouk to Chorgan

BID FOR PEACE



Historic talks

After the Acamarians put an end to the years of violence, they make several attempts to persuade the Gatherers to return home. The attempts even include offers of amnesty, but all are unsuccessful. The last attempt is made in 2348; when it fails, the Acamarians give up trying.

In 2366, Captain Picard persuades Marouk to make another attempt at reconciliation. She meets with Brull and persuades him to lead the **U.S.S. Enterprise** to the Gatherers' leader, Chorgan. The Gatherers respect Marouk's tough approach, and she understands their desire to return to Acamar III. With Picard's help, she negotiates a settlement and the Gatherers return home.

★ First steps

Marouk leads the U.S.S. ENTERPRISE to a Gatherer base, where she meets with Brull, one of the Gatherers' leaders. He is impressed with her approach and is willing to take her offer to his superior, but Marouk persuades him to let her make the offer in person.

★ Tough negotiations

When Marouk and Chorgan hold talks to discuss the Gatherers' situation, Picard observes that they are remarkably similar; both are able negotiators and strong leaders.



★ Persuaded

Picard convinces Sovereign Marouk that she should pursue peace with the Gatherers and offer them a permanent home on Acamar III.





The Exo III Android Maker

The Old Ones of Exo III have been dead for thousands of years, but, as Dr. Roger Korby discovers, the machines they used to make incredibly sophisticated androids still survive and can be used to transfer a human being into an artificial body.

The long dead **Old Ones** of **Exo III** developed a means of making extraordinarily sophisticated androids. Their creations turned on them, but the device used to make androids still survives under the surface of Exo III, where it is discovered by **Dr. Roger Korby**.

The android maker consists of two chambers. The outer chamber contains a long bank of control panels with brightly colored dials and flashing lights. In the next chamber there is a turntable large enough to hold two human figures.

In order to create an android, a lump of formless, raw material is made into a crudely human shape and is placed on one side of the turntable into a mold about the same size as a humanoid. Meanwhile, the humanoid subject being duplicated is placed on the other side. Both figures are held immobile by metallic covers that fit over their mid sections.

Perfect copy

At each end of the turntable are squat units that glow and throb with power. Like a turbine engine,

the turntable begins to spin, slowly at first. The speed of the turntable gradually increases, emitting an audible hum. As it continues to turn faster, the brown/green raw material begins to acquire skin color and a humanlike form with appendages. The turntable continues to spin even faster until the figures attached to it are a blur and the hum rises to a shriek.

After several minutes, the turntable begins to slow down and the sound also decreases. At this point, the initial physical pattern duplication is complete; the



The Old Ones' android maker can produce exact replicas of people, down to their brainwave patterns.

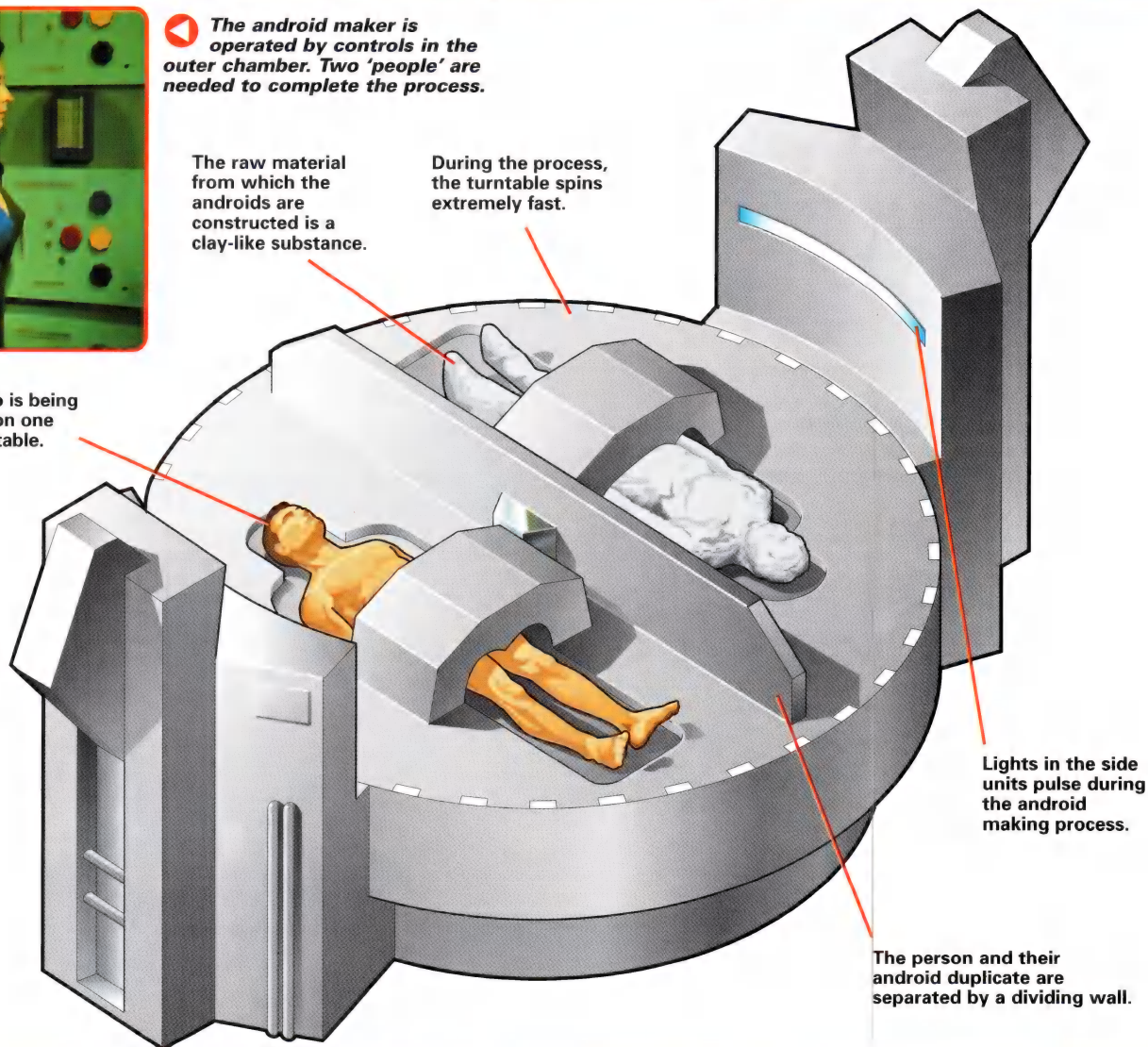


The person who is being duplicated lies on one side of the turntable.

The android maker is operated by controls in the outer chamber. Two 'people' are needed to complete the process.

The raw material from which the androids are constructed is a clay-like substance.

During the process, the turntable spins extremely fast.



Lights in the side units pulse during the android making process.

The person and their android duplicate are separated by a dividing wall.



The Exo III Android Maker

android's body is identical to the original humanoid's. The synthetic organs in the android body are now synchronized with the autonomic nervous system of the humanoid subject, thus duplicating the rhythms of the human's body.

After replicating the physical pattern, the android maker also duplicates the humanoid subject's mental patterns. Cortex circuits on the control panels are activated to generate synaptic fusion. This step provides the android with the same memories, abilities, and attitudes as the human subject. During this stage, the machine emits a final, brief, intense surge of power and a crescendo of sound before shutting down completely.

The androids created by the android maker are impressive. Some, like Dr. Korby's female assistant **Andrea**, have lifelike pigmentation and variations in skin tone. Andrea's skin is warm to the touch, and beneath its surface is the physical sensation of a pulse. The androids do not need to eat, and are incredibly durable.

Machines with feelings

Although Korby claims that the androids do not have emotions and simply respond to orders, this is not strictly accurate. The androids experience pride, jealousy, and even love, and are capable of overriding their programming.

Korby explains that the android

maker has the ability to transfer a person's very consciousness, or soul, into android form. Korby believes that in this form humans could achieve practical immortality. He has undergone this process, but when he realizes that he is as much a machine as he is a man, he kills himself.

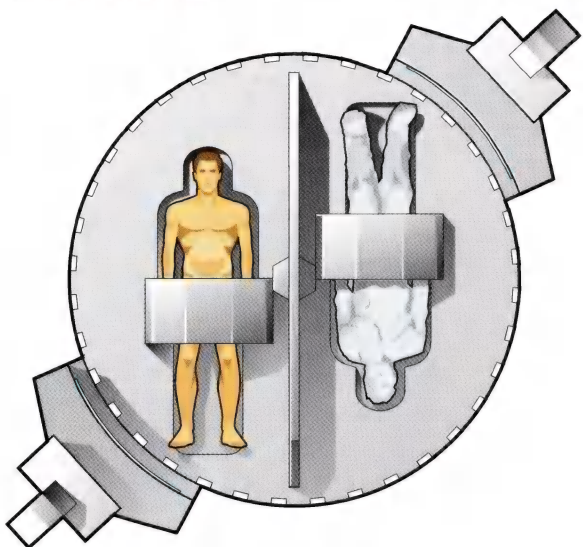


Korby creates an android copy of Captain Kirk. The android has all of Kirk's memories and attitudes, and even shares his sense of humor.

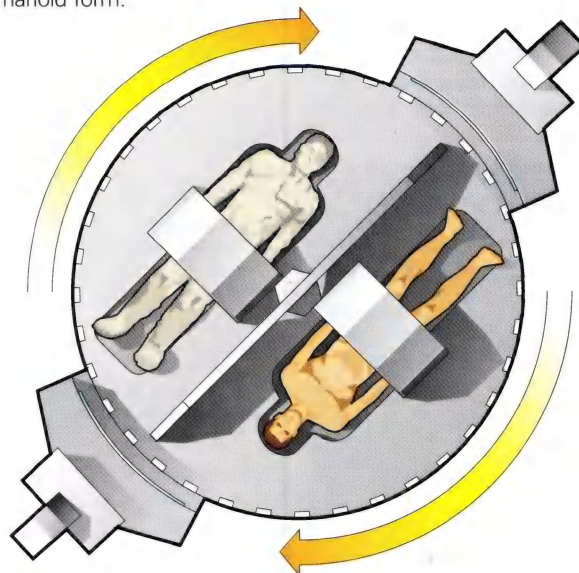


Ruk is the last of the Old Ones' androids. He tells Kirk that the androids turned on their makers when they decided to destroy them.

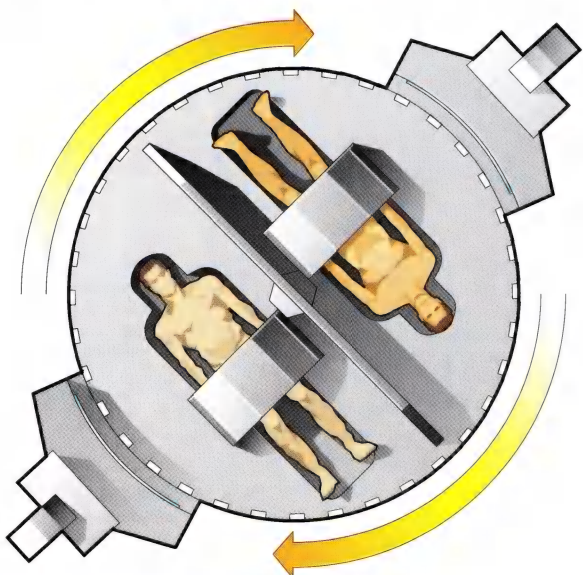
1 Origins The humanoid subject to be copied is placed on one side of the turntable, and the raw materials for the android are placed on the other side.



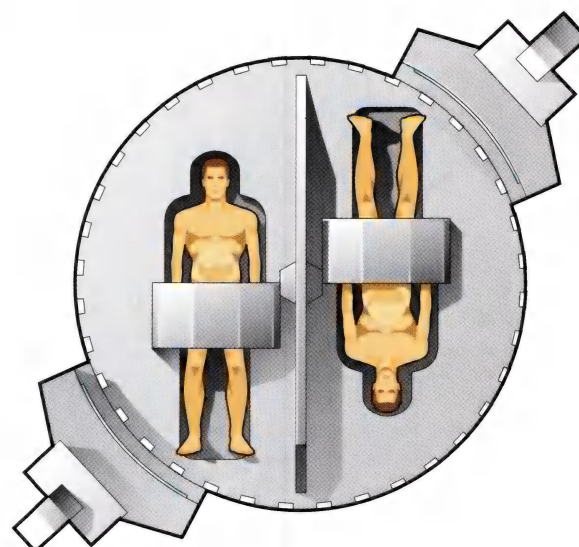
2 Duplication When the android maker is activated, the turntable begins to spin. The raw materials start to take on a more humanoid form.



3 Almost human The turntable spins faster and faster, and the raw materials look more and more like the humanoid original; synthetic organs form in the android's body.



4 Synaptic fusion When the android's body is complete, the synthetic organs are synchronized with the original's autonomic systems and the mental patterns are duplicated.





'By Any Other Name'

After the *U.S.S. Enterprise NCC-1701* responds to a distress call, a group of intergalactic travelers, the *Kelvans*, take control of the ship. They are incredibly advanced, but have little experience of the feelings that come with the human forms they have adopted.

CAPTAIN'S LOG

STARDATE: 4657.5

"Work is proceeding on the *ENTERPRISE* as my crew is forced to make the required changes in the ship for intergalactic travel. I can't forget the picture of yeoman Thompson crushed to a handful of dust."

A landing party from the *U.S.S. Enterprise NCC-1701* respond to a distress call and beam down to the surface of a planet. At first, there is no sign of any life form readings or a ship. But **Yeoman Thompson** soon picks up two human life forms, a man and a woman, who walk up to the landing party. The man orders **Captain Kirk** to surrender the *Enterprise* to him, and when Kirk refuses the two humanoids touch control units on their belts and paralyze the landing party.

The man tells them that he is **Rojan**, a **Kelvan**; they are now his servants, and any attempt to resist or escape will be severely punished. They will be leaving the Galaxy, and humans will soon face the end of their existence as they know it.

Taking over

The woman, **Kalinda**, removes the landing party's weapons and Rojan releases them. He tells Kirk that they are from Andromeda, a neighboring galaxy that is becoming uninhabitable, so the **Kelvan Empire** sent out parties to find another galaxy that they could conquer. As Rojan speaks, three Kelvans appear on the *Enterprise*, and within minutes they have taken complete control of the ship. On the surface, Rojan explains that they will modify the *Enterprise's* engines so that the ship can make the journey back to Andromeda in 300 years; the Kelvans' own ship was destroyed by the **galactic barrier**. One of the Kelvans from the ship, **Hanar**, beams down.

The Kelvans take the landing party to a cell in a nearby cave. **McCoy's** scans showed that the Kelvans are humans, but **Spock** thinks this is deeply unlikely. Spock uses a mind-touch to lure Kalinda into their cell, and Kirk attacks her and removes the control device from her belt. As soon as the landing party get outside, Rojan stops them, and the Kelvans punish them by turning two members of the landing party into small blocks. Rojan explains that this is their essential elements distilled down. He then crushes one of the blocks, but Hanar restores the other one to life.

Back in the cell, Spock explains that during the mind-touch he felt a series of bizarre images; the only one he can remember clearly is of immense beings with a hundred

ON SCREEN...



1 Rojan and Kalinda greet Kirk and his party on the planet, and tell them to hand over the *U.S.S. ENTERPRISE*.



2 The other Kelvans appear on the *ENTERPRISE* and rapidly take control of the entire vessel.



3 Spock lures Kalinda into the cave by using a Vulcan mind-touch. Kirk catches her by surprise and overpowers her.



4 Rojan punishes Kirk's escape attempt by converting Thompson and Lt. Shea into small blocks. He then kills Thompson.



5 Spock feigns illness, and the Kelvans allow McCoy to take him back to the *ENTERPRISE's* sickbay.



6 Spock and McCoy discover that they cannot interfere with the Kelvan machinery that controls the ship.



'By Any Other Name'

limbs, and he is convinced that this is what the Kelvans really look like. It seems that they have adopted human form so that they can use the *Enterprise*. Kirk decides it is important to get back to the ship and to find a way of neutralizing the Kelvans' equipment. He tells Spock to put himself into a trance, then convinces Hanar that McCoy has to take Spock to sickbay. On the *Enterprise*, McCoy gives Spock a harmless injection and tells the Kelvans he will soon recover.

The Kelvans take the rest of the landing party back to the *Enterprise*, which heads toward the galactic barrier. Kirk goes to sickbay, where Spock, **Scotty**, and McCoy have worked out a way of jamming the Kelvans' power source. Spock and Scotty then head for Engineering, but find that they cannot affect the Kelvans' machines. They find Kirk, and tell him they have opened the control valves to the matter/antimatter nacelles. If Kirk gives the order, they will flood them with positive energy so that the ship will be destroyed when they enter the galactic barrier, but Kirk decides against it. When the *Enterprise* has passed through the barrier, Rojan tells Hanar to start reducing all non-essential personnel to small blocks.

Dangerous feelings

The only crew members left active are Kirk, McCoy, Spock, and Scotty. One of the Kelvans, **Tomar**, joins them in the mess hall and asks why they eat food instead of pills. McCoy fetches him a plate, and Tomar begins to eat; he enjoys the experience. Spock remarks that the Kelvans sacrificed everything that would distract them from their mental lives, and are unfamiliar with human sensations. Kirk tells the others to find ways to stimulate the Kelvans' senses.

Scotty asks Tomar if he's tried **Saurian brandy**. McCoy orders Hanar to start taking a course of injections, and Kirk goes to visit Kalinda. He kisses her; she is puzzled, and decides that Kirk is trying to seduce her. Curious, she kisses him back. Then Rojan walks in, and Kirk leaves.

A little later, Spock plays chess with Rojan, who is obviously disturbed by the incident with Kalinda. Spock suggests that he is experiencing jealousy, but Rojan violently disagrees. Rojan goes to Kalinda and tells her that he wants her to stop fraternizing with the humans, and Kirk in particular. When she refuses, Rojan grabs her.

Scotty is still drinking with Tomar, but the others meet in the rec room; Kalinda walks in, and asks to talk to Kirk alone. When the others have gone, she tells him that she wants Kirk to kiss her again.

McCoy's injections have made Hanar very irritable, and he goes to the bridge and questions Rojan's orders. Furious, Rojan confines him to quarters. Spock tells Rojan that Kirk and Kalinda are together.

Tomar drains the last drop of Scotty's whisky and collapses. Scotty removes Tomar's control unit, but is too drunk to make it out of the room.

Rojan finds Kirk and Kalinda in the rec room. Kirk starts a fight, pinning Rojan down, and tells him the Kelvans are becoming human and will be alien by the time they get back to **Kelva**. He persuades Rojan that the **Federation** will help them if they come in peace. Rojan accepts Kirk's offer, and hands command of the ship back to Kirk.

ON SCREEN...



7 The Kelvans modify the U.S.S. *ENTERPRISE* so that it can make the journey to Andromeda, but first it has to pass through the galactic barrier.



8 Once the *ENTERPRISE* has left the Galaxy, the Kelvans reduce most of the crew to small blocks; only Kirk, Spock, McCoy, and Scotty are left as normal.



9 The *ENTERPRISE* officers decide to introduce the crew to unfamiliar human sensations. Scotty takes Tomar to his quarters and plies him with drink.



10 Kirk decides to take a more hands-on approach. He kisses Kalinda, and explains that this is how human beings apologize to one another.



11 Kirk's plan works, and Rojan soon finds that he is incredibly jealous. The Kelvan leader is clearly developing feelings for Kalinda himself.



12 Kirk persuades the Kelvans that they are becoming human, and that by the time their descendants arrive home they will be completely alien.

STARSHIP FACTS

A The Kelvans are not the only species to find that they have difficulty in adapting to a human existence. The alien Sylvia was driven mad by the full range of human sensation.



FILE 71 STAR TREK: VOYAGER

'Coda'

After a shuttle accident, Captain Janeway is involved in a bizarre series of repeating events, all of which bring her close to death. Eventually, someone appears who claims to be her father's ghost, and tells her that she has to accept that she has already died.

'CODA'

"Kathryn, Kathryn ... I raised you to be a doubter and a skeptic ... to look at the world with a scientist's eye ... but in this instance, that won't work ... You're dead. You died in that shuttle crash."

— 'Admiral Janeway'

Janeway and Chakotay are in a shuttle discussing the previous night's talent competition when they are caught in some atmospheric turbulence. The shuttle is badly damaged, and they are forced to make an emergency landing.

Janeway is wounded and unconscious; there is a **hydrazine** gas leak and Chakotay is forced to carry her out of the shuttle. He puts her down in a sheltered spot and tries desperately to revive her, and finally succeeds by giving her a stimulant.

Janeway sends him to fetch blankets and rations from the shuttle while she adjusts his communicator to send out a homing signal. Chakotay sees some **phaser** burns on the hull, so Janeway deactivates the homing signal; **tricorder** scans show that the weapons used were **Vidiiian**. The **Starfleet** officers detect a group of Vidiians, and they are soon surrounded. The aliens attack them, and one of them begins to strangle Janeway.

Back to the beginning

Suddenly, Janeway is back on the shuttle, again discussing the previous night's talent competition with Chakotay. They theorize that they may have been caught in some kind of temporal anomaly. The **U.S.S. Voyager NCC-74656** is out of range, and the two officers try to change the course of events by not landing on the planet. But a Vidiiian warship appears and attacks them, and although they fight back, they are overcome.

Seconds later, they are back in the shuttle. It seems likely that they are caught in a time loop, and they plan to disperse it with a **tachyon burst**. This time, two Vidiiian ships appear.

Janeway activates the tachyon burst and the alien vessels disappear. The shuttle returns to *Voyager*, and Janeway and Chakotay head for the bridge. The bridge crew have not detected any kind of temporal anomaly, and are completely puzzled by Janeway's references to a time loop. Even Chakotay seems to have no memory of the repeated attacks.

Janeway orders the crew to run temporal scans while she goes to sickbay. The **Doctor** examines her, and tells her she has somehow contracted the **phage**. He suggests that the disease might be making

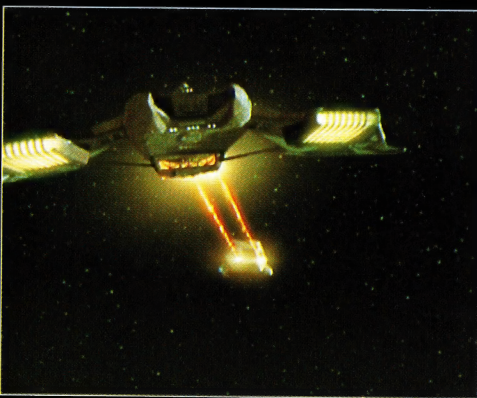
ON SCREEN...



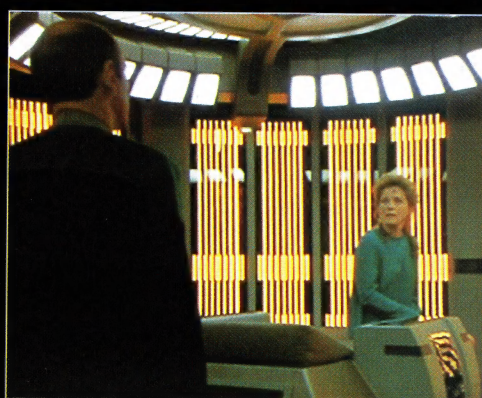
1 Janeway and Chakotay's shuttle is caught in atmospheric turbulence and struck by what appears to be lightning; they are forced to make an emergency landing.



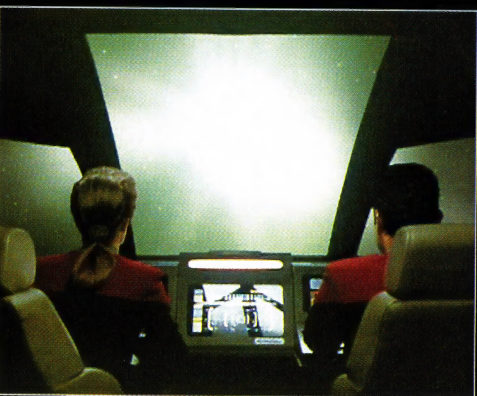
2 Janeway is badly injured, and Chakotay carries her to safety. He manages to revive her, but the pair are soon attacked by Vidiians.



3 The two officers find themselves back on the shuttle, but this time they are attacked by a Vidiiian ship. Janeway theorizes that they are trapped in a temporal loop.



4 When Janeway returns to the U.S.S. VOYAGER, nobody seems to know what she is talking about. The Doctor tells her that she has contracted the phage.



5 After the Doctor 'kills' her, Janeway finds herself back on the shuttle with Chakotay. He tries to persuade her to fly into a bright light, but she refuses.



6 Janeway sees her own body and Chakotay trying to revive her. There is nothing she can do when Chakotay tells the rest of the crew she is dead.



'Coda'

her hallucinate. He restricts her to sickbay, and erects a **bioforcefield** around her.

Janeway wakes after 40 hours and the Doctor tells her that she has contracted a virulent strain of the phage; he has come to the conclusion that euthanasia is the only solution. He is filling the forcefield with a neural toxin that will kill her. She tries to deactivate him, but the computer will not recognize her security codes. She chokes and collapses on the floor.

Janeway finds herself back with Chakotay in the shuttle. They can see a bright light in front of them which is drawing them toward it. Chakotay suggests flying into it, but Janeway refuses. Suddenly, she finds herself standing over her own unconscious body; Chakotay tries to revive her, but this time he fails.

Janeway tries to touch Chakotay, but he obviously cannot see her. He contacts *Voyager* and tells the crew that Janeway is dead; a shuttle arrives and takes her body back to the ship. Janeway watches as the Doctor and **Kes** manage to revive her, but despite their best efforts she dies again.

Contact with Kes

Janeway can see everything that happens, but cannot communicate with the computer or with anyone else. She then manages to alert Kes to her presence by walking through her, and the crew start looking for her.

Janeway is watching **Harry** and **B'Elanna** in Engineering when a bright light forms and her father walks through. He died 15 years earlier, and she is convinced that what she is seeing is a hallucination or a product of her imagination. He tells her that she is dead, and explains that when someone dies suddenly their consciousness is not always ready to let go.

Her father's 'ghost' knows all about her, but she still isn't convinced. He tells her that she must stop holding on to this world and cross over to the next existence. He tells her that the crew will not be able to find her and will eventually give up.

Given up for dead

Janeway is determined to communicate with the crew, but Kes is unable to detect her again, even with **Tuvok's** help. After three days the crew finally give up, and Janeway and her father watch the memorial service. When it is over, her father tells her to come with him; all she has to do is decide to leave. She tells him she would rather be here in spirit than not at all, and when he continues to try to persuade her she becomes annoyed.

Suddenly Janeway sees Chakotay and the Doctor bending over her. She realizes that it is the real her, and that everything else is a hallucination. Her father tells her she is

denying the truth, but she realizes he cannot really be her father, as the man she knew never tried to force her to do anything; this must be some kind of alien being.

Her 'father' admits that his species comes at the moment before death "to make the crossing over a moment of joy"; Janeway will join their matrix, which is a place of wonder and happiness. She is not convinced, and the alien grabs her, but she realizes that he cannot take her unless she

agrees. The alien is frustrated, but tells her he will be waiting until she dies, and then she will "nourish" him for a long time.

Janeway recovers consciousness, and Chakotay, Tuvok, and the Doctor explain that she was wounded in a shuttle crash and that an alien entity invaded her cerebral cortex, interfering with their ability to treat her. There were several times when the Doctor thought they had lost her, but every time she fought back and survived.

ON SCREEN...



7 Captain Janeway returns to the U.S.S. VOYAGER with her body, which is finally declared dead in sickbay.



8 Nobody can see or hear Janeway, but she eventually manages to alert Kes to her presence.



9 A bright light forms, and Janeway's father walks through. He tells her that, like him, she is dead.



10 Janeway watches her own memorial service but, despite her 'father's' advice, she refuses to leave the crew.



11 Janeway realizes that her 'father' is actually an alien entity. She persuades it that it won't be able to feed on her.



12 Janeway has been on the planet all along; everything she experienced was an illusion created by the entity.

STARSHIP FACTS

A Admiral Edward Janeway and Kathryn's fiancé, Justin Tighe, were killed on Tau Ceti Prime in 2358. She survived the crash, but suffered a long period of depression.

F continued

Fellini, Colonel

Security officer at Omaha Air Base in the United States, circa 1969. Fellini interrogated **Captain Kirk**, who was briefly detained there while returning USAF pilot **John Christopher** to the past and deleting data exposing the **U.S.S. Enterprise NCC-1701's** infringement into Earth history. (*Starship Log: 'Tomorrow Is Yesterday' [TOS]*) **SEE FILES 44, 68**

Felton, Ensign

One of the crew members assigned to helm and navigation operations on the **U.S.S. Enterprise NCC-1701-D** during 2368. (*Starship Log: 'A Matter of Time' [TNG]*) **SEE FILES 25, 69**

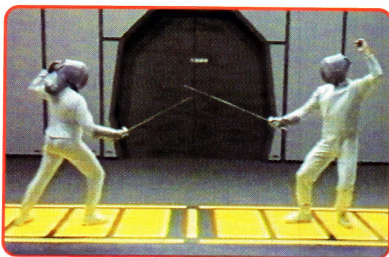
Female Changeling or female shapeshifter

SEE **Founder Leader**

fencing

The sport and art of attack and defense with a foil, épée, saber or similar weapon, derived from the rules originally developed for swordplay in dueling.

Starfleet officers **Hikaru Sulu** and **Jean-Luc Picard** are both fencing enthusiasts. (*Starship Log: 'The Naked Time' [TOS]; 'We'll Always Have Paris' [TNG]*) **SEE FILES 66, 68, 69**



◀ **Guinan and Captain Picard used their time fencing as an opportunity to exercise and to catch up on each other's news.**

Fendaus V

According to **Data**, members of the ruling dynasty on this planet have no arms or legs, a congenital flaw stemming from their custom of mating with blood relatives. (*Starship Log: 'Loud As A Whisper' [TNG]*) **SEE FILES 3, 69**

Fenna

Alluring female with whom **Benjamin Sisko** became romantically involved in 2370. It was discovered that Fenna was actually a being of pure energy, a doppelganger created by **Nidell**, a **Halanan** psychoprojective telepath. Fenna voluntarily 'died' so that Nidell could live. (*Starship Log: 'Second Sight' [DS9]*) **SEE FILES 43, 70**

Fento

An elderly **Mintakan**. He recounted fables and tenets about his Bronze Age people's supreme being, the '**Overseer**', seeking to explain various phenomena resulting from accidental **Federation** technological contamination. (*Starship Log: 'Who Watches The Watchers?' [TNG]*) **SEE FILES 18, 69**

feragoit goulash

U.S.S. Voyager cook **Neelix** claims his recipe for this stewlike dish is renowned across 12 star systems. (*Starship Log: 'Parallax' [VOY]*) **SEE FILE 71**



▶ **Colonel Fellini was very suspicious of Kirk, and became frustrated when he refused to answer any questions. Fellini threatened to put the captain under lock and key for 200 years.**

Ferengi

The race and civilization indigenous to the planet **Ferenginar**. Ferengi are short in stature and recognizable by their prominent craniocerebral and auricular lobes. Their patriarchate society venerates all commerce, particularly entrepreneurial endeavors. (*Starship Log: 'The Last Outpost' [TNG]; 'Emissary' [DS9]; 'False Profits' [VOY]*) **SEE FILES 14, 37, 51, 69, 70, 71**

Ferengi Alliance

The governmental arm of **Ferengi** culture, to which all Ferengi citizens are ultimately accountable, regardless of their place of residence. (*Starship Log: 'The Last Outpost' [TNG]*) **SEE FILES 14, 69, 70, 71**

Ferengi Attainment Ceremony

Ritual affirming that a **Ferengi** boy has reached the age of legal majority, with all attendant rights and responsibilities. **Nog** completed the ceremony in 2371, and immediately sought to become the first Ferengi in **Starfleet**. (*Starship Log: 'Heart of Stone' [DS9]*) **SEE FILES 14, 51, 70**

Ferengi Benevolent Association

Short-lived charitable and altruistic organization formed by **Zek** in 2371, and dedicated to helping the poor and unfortunate. **Rom** was Senior Administrator and **Quark** was a reluctant co-chairman. (*Starship Log: 'Prophet Motive' [DS9]*) **SEE FILE 70**

Ferengi Business License

Official permission to engage in commerce, considered a sine qua non for **Ferengi**. After a vole infestation forced **Quark** to close his bar, he told **Ishka**, "Without a Ferengi Business License, it's like I don't exist." (*Starship Log: 'Ferengi Love Songs' [DS9]*) **SEE FILES 14, 70**

Ferengi By-Laws

The rules and principles governing all **Ferengi** conduct. According to **Section 105, subparagraph 10**, upon reaching adulthood, Ferengi males must purchase an apprenticeship from a suitable role model. **Nog** asked **Sisko** to be his sponsor in 2371. (*Starship Log: 'Heart of Stone' [DS9]*) **SEE FILES 14, 70**

Ferengi cargo shuttle

Transport ship used for the hauling of freight and merchandise. The dispersed remains of one such craft were found in the **Hanolin** asteroid belt in 2368. (*Starship Log: 'Unification', Part I [TNG]*) **SEE FILE 69**

Fellini, Colonel
Felton, Ensign
Female Changeling or female shapeshifter
fencing
Fendaus V
Fenna
Fento
feragoit goulash
Ferengi
Ferengi Alliance
Ferengi Attainment Ceremony
Ferengi Benevolent Association
Ferengi Business License
Ferengi By-Laws
Ferengi cargo shuttle
Ferengi Certificate of Dismemberment
Ferengi Code
Ferengi Commerce Authority
Ferengi death rituals
Ferengi Futures Exchange
Ferengi Gaming Commission
Ferengi labor contract
Ferengi lobes
Ferengi Marauder
Ferengi Rules of Acquisition
Ferengi Rules of Acquisition, Revised
Ferengi Salvage Code
Ferengi shuttle



▶ **Grand Nagus Zek leads the Ferengi Alliance. After he had been affected by the Bajoran Prophets, he founded the Ferengi Benevolent Association.**



▶ **Fenna's creation was the direct result of Nidell losing control of her special telepathic abilities due to deep emotional stress.**



Ferengi Certificate of Dismemberment

Authenticating document for the corporeal remains of a deceased **Ferengi**. Copies of the applicable certificate are often required when, as is Ferengi custom, body parts are sold as artifacts. (*Starship Log*: 'The Alternate' [DS9])

SEE FILES 14, 70

Ferengi Code

Part of the overarching body of moral and ethical precepts and laws of commerce governing **Ferengi** culture. The **Ferengi Rules of Acquisition**, the **Ferengi By-Laws**, and the **Ferengi Salvage Code** are all part of this codex. (*Starship Log*: 'The Last Outpost' [TNG]; 'Family Business' [DS9])

SEE FILES 14, 69, 70

Ferengi Commerce Authority

Powerful agency of the **Ferengi Alliance** responsible for ensuring proper personal and trade conduct among **Ferengi**. **FCA Liquidators** operate with ample latitude and considerable powers of enforcement. The FCA has the power to remove an individual's **Ferengi Business License**. (*Starship Log*: 'Family Business' [DS9])

SEE FILES 14, 51, 70

Ferengi death rituals

Ferengi culture dictates numerous ceremonies and practices that must be observed when handling, treating, and honoring the corpse of a deceased individual. Certain tenets also apply to the afterlife. (*Starship Log*: 'Suspicious' [TNG]; 'Body Parts' [DS9])

SEE FILES 14, 69, 70



Ferengi Futures Exchange

Commodities interchange where investors and speculators trade in stocks under terms relating to the future delivery of goods. The **Grand Nagus** is responsible for maintaining healthy conditions on the exchange. When **Quark** believed he was terminally ill he offered his own remains for purchase here in 2372. (*Starship Log*: 'Body Parts' [DS9])

SEE FILES 14, 70

▲ **Quark put his remains on the Exchange when he thought he was dying. When his death was discovered to be a false alarm he had to cancel the deal, breaking Rule of Acquisition 16, "a contract is a contract is a contract. But only between Ferengi."**

Ferengi Gaming Commission

Bureau responsible for operating and regulating casinos and similar establishments. In 2373, the **Bolians** agreed to allow the FGC to take control of certain gambling emporia. (*Starship Log*: 'Ferengi Love Songs' [DS9])

SEE FILE 70

Ferengi labor contract

Legal instrument binding employees to their **Ferengi** employer. All Ferengi labor contracts are identical and non-negotiable, and contain such generous provisions as 'no sick days, no vacations, no paid overtime'; organized labor is also banned. Any Ferengi suspected of employing a different labor contract is subject to investigation by the **Ferengi Commerce Authority**. (*Starship Log*: 'Bar Association' [DS9])

SEE FILES 14, 70

Ferengi lobes

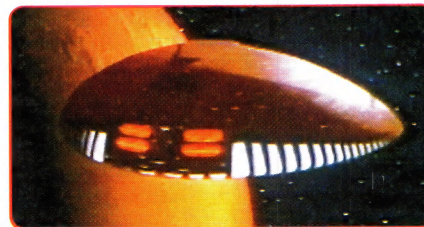
Ferengi refer to all the exposed parts of their ears as lobes. As an idiom, 'lobes' refers to the business acumen and mastery, or lack thereof, exhibited by a male **Ferengi**. Similar to the Spanish 'cojones'. The stroking of a male's lobes is often performed for his sensual pleasure. (*Starship Log*: 'Ménage à Troi' [TNG]; 'Heart of Stone' [DS9])

SEE FILES 14, 69, 70

Ferengi Marauder

The principal model of **Ferengi** starship. Designed primarily for hauling large amounts of cargo, the ships also have impressive navigational and weapons capabilities. Each *Marauder* can be modified by its owner. (*Starship Log*: 'The Last Outpost' [TNG])

SEE FILES 37, 69



▲ **The FERENGİ MARAUDER, although primarily used to shift cargo, could be used as a powerful weapon. Some such ships were equipped with the ability to fire plasma energy bursts that could disable a GALAXY-class starship.**

Ferengi Rules of Acquisition

The essential ancient philosophy of **Ferengi** capitalist culture, expressed in concise maxims (such as 'Never place friendship above profit'). More than mere aphorisms, a Ferengi male is expected to memorize and practice all 285 certified rules. Female Ferengi, on the other hand, are forbidden to quote from the rules, due to their status as second-class citizens and the law that forbids them from ever making business deals. The first rule was written by **Gint**, the original **Grand Nagus**, some 10,000 years ago. The Ferengi have amended the rules over the centuries to ensure they are as profitable as possible. Today, many commentaries on the rules are available. (*Starship Log*: 'Bloodlines' [TNG]; 'The Nagus' [DS9])

SEE FILES 14, 69, 70

Ferengi Rules of Acquisition, Revised

Altruistic and philanthropic rewriting of the profit-motivated **Ferengi Rules of Acquisition**. **Grand Nagus Zek** proposed this revision during the brief existence of his **Ferengi Benevolent Association**.

Thankfully, no copies survived the expurgation of the text from **Ferengi** culture. (*Starship Log*: 'Prophet Motive' [DS9])

SEE FILES 14, 70

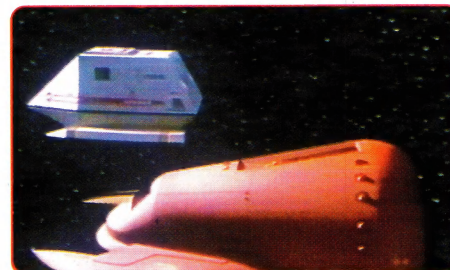
▶ **Quark and Rom refused to believe the Revised Rules of Acquisition were the work of a mentally stable Nagus. As it turned out, they were correct.**



Ferengi Salvage Code

According to this mandate, any item, including a starship, abandoned by its owner becomes the property of the individual who recovers it, with no compensation obligations. (*Starship Log*: 'Rascals' [TNG])

SEE FILE 69



▲ **The FERENGİ SHUTTLE is the only Alpha Quadrant ship other than the U.S.S. VOYAGER that has traveled the huge distance to the Delta Quadrant – a new area of the Galaxy to be exploited.**

named **Quark's Treasure**, by his cousin **Gaila**. (*Starship Log*: 'The Price' [TNG]; 'Little Green Men' [DS9]; 'False Profits' [VOY])

SEE FILES 37, 69, 70, 71

Ferengi shuttle

Small spacecraft, also called a 'pod', that is often used to convey one or two persons over short distances.

Marauders carry at least one pod. Some shuttles are warp capable and individuals often use them to ferry small amounts of cargo.

Quark was given a shuttle, which he